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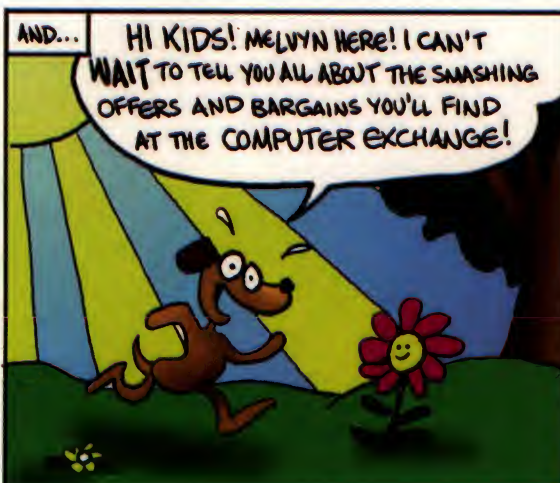
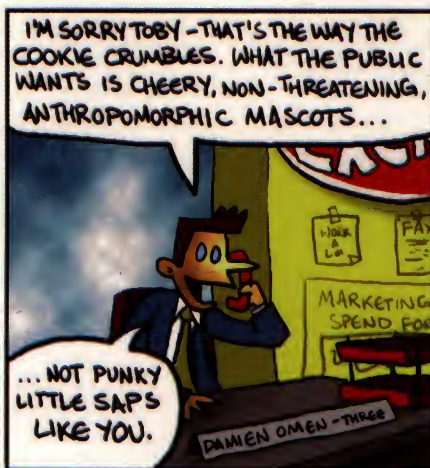
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WHAT

Fox McCloud and his team of Star Fox veterans are back, in the fastest selling videogame, **EVER!**

LYLAT WARS



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RED-HOT smash-'em-up action with the complete solution and guide to the vehicles!

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BLAST CORPS

SUPER MARIO 64

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A **MASSIVE** 56 page step-by-step guide the greatest videogame ever. Complete with hints, tips, cheats, tricks, and the most complete walk-through **EVER** to solving this ultimate game treasure!

SUPER MARIO 64

THE BIG ONE!

THE COMPLETE

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A-Z
OF N64 CHEATS

All the latest and greatest in our complete A-Z of N64 cheats! Including:

Blast Corps (US)
Cruisin' USA (US)
Dark Rift (US)
Doom 64
Doom 64 (US)
FIFA 64

INSIDE

MARIO KART⁶⁴

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Motor **MADNESS** hits 64 Solutions with our unrivalled look at *Mario Kart 64*. With cheats, power-ups and of course, every level explained!

TUROK DINOSAUR HUNTER

Top **DINO** action with the N64's Jurassic first person perspective shoot-'em-up. We show you every weapon, level key and of course the Chronosepter!

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Hexen (US)

J League Perfect Striker

Killer Instinct Gold

Mortal Kombat Trilogy

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NBA Hangtime

Shadows of the Empire

Tetrisphere

Turok Dinosaur Hunter

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Welcome to a new kind of tips magazine!

Congratulations! You have just bought the world's greatest Nintendo 64 tips magazine (unless you're reading this in the newsagent, in which case buy it, or naff off and stop bending the pages!). 64 SOLUTIONS is revolutionary and gives you, the N64 gamer, exactly what you've been crying out for – solutions, cheats and maps for all new N64 games!

Every issue we promise to give you full guides to every new N64 game on the shelves. Remember, N64 games are much bigger and tougher than those on other consoles and to beat them you're going to need a very special magazine – 64 SOLUTIONS. Any comments on this incredible first issue will be most appreciated. Enjoy the magazine. Enjoy your N64!



WHO'S WHO!

A few words from the scurvy dogs who brought you this mighty tome!



Damian "Bowser" Butt: Managing Editor

Mr Big. The big cheese is N64 mad, and can be found late at night foaming at the mouth over the latest Lylat Wars cheat zone.

Favourite Game: Goldeneye **Email:** gecko@paragon.co.uk



Mark "Mario" Kendrick: Art Director

The meanest crayon in town. All he wants is a cheat for Mario 64 that gives you infinite time to play the game and layout this mag on time!

Favourite Game: Mario⁶⁴ **Email:** mkendrick@paragon.co.uk

Who else?: Without these guys this mag wouldn't be here! A nice big hand goes to Stuart Wynne, Mark Wynne and Stuart Taylor. Thanks for the hard work on the guides you guys!

64

CHALLENGE!

No.1: Super Mario⁶⁴
The deal: Can you beat our top speed for racing Koopa the Quick on Course 13, Star 3?
Team time: 24.4 Seconds

KNOW YOUR PAD WELL!

Here's a quick look at your cheating stick!

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3. R
4. C LEFT
5. C UP
6. C RIGHT
7. C DOWN
8. Z BUTTON
9. A BUTTON
10. B BUTTON
11. ANALOGUE PAD



LYLAT

WARS

A.K.A. STARFOX⁶⁴

Lylat Wars is the European name for Star Fox 64 - the world's best space shoot-'em-up. If you want to beat Andross and find Fox McCloud's father, you'll need this complete guide!

About Lylat Wars: Released on 30 June, Star Fox 64 (AKA Lylat Wars in the UK) swiftly became the fastest selling game of all time in America!

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ZONESS

AQUAS

SECTOR Y

KATINA

METEO

CORNERIA



Players
1-4



Cartridge
64M



Memory
No

Publisher:
Developer:

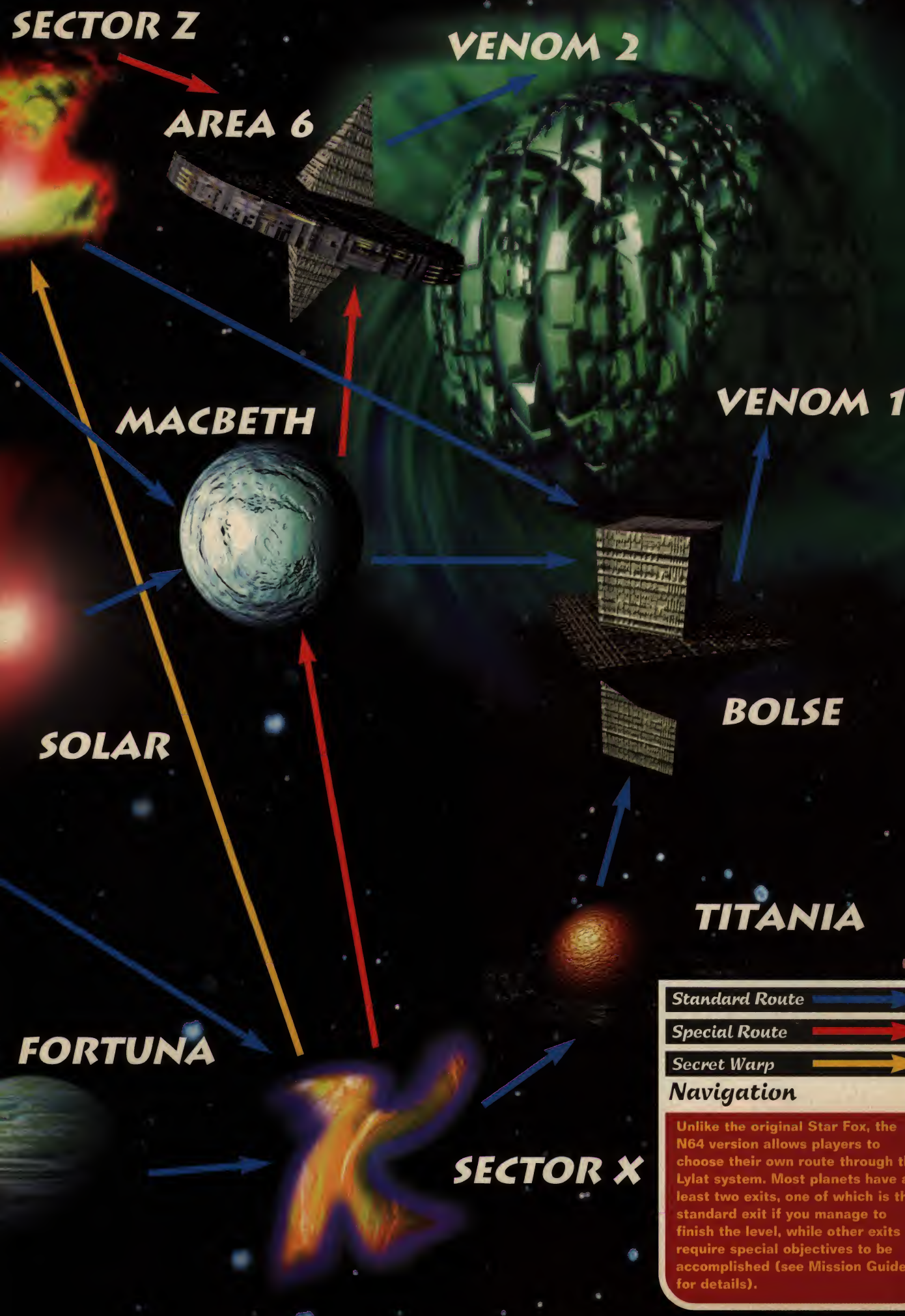
Nintendo
Nintendo

Game type:
Origin:

shoot-'em-up
Japan

Released:
Price:

3 October
£59.99



Standard Route	
Special Route	
Secret Warp	

Navigation

Unlike the original Star Fox, the N64 version allows players to choose their own route through the Lylat system. Most planets have at least two exits, one of which is the standard exit if you manage to finish the level, while other exits require special objectives to be accomplished (see Mission Guides for details).

About Lylat Wars: Get a medal on every single planet and you will then play as Fox with dark glasses. This makes him look like his father.

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more...

Medal Secrets

Each of Lylat Wars' main levels has a medal to reward the best players. To win a medal, you must achieve a certain number of hits (see Mission Guides) and also make sure all your wingmen survive to the end of the level. If you achieve this, a medal graphic will appear at the end of the level. This is permanently saved for that level, so you can get other medals whenever you like.

When you finish the game, having earned all the medals, you'll be able to select Expert Mode. There'll also be a new sound check move to select.

And if you try Versus Mode you'll find there's a new option to choose the Landmaster tank instead of an Arwing. Although slower than an Arwing, the Landmaster is 'stealthy' and won't show up on your enemies' radar screens.

You must select Corneria or Katina as the battleground however, if you choose space then the Landmaster option won't appear.



Complete the game with all medals and you can use the Landmaster tank in the land-based multi-player modes. Cool.

Expert Mode

Once you've earned this option by collecting all the medals, you'll find the real challenge has only just begun.

If you select Expert Mode, you'll find Fox is wearing dark glasses, just like his father – James McCloud.

The game is also substantially tougher. Firstly, there's a lot more enemies making for a much more intense experience. Secondly, the Arwing is a lot more vulnerable and minor collisions (which used to merely drain energy) will now rip a wing off. Thirdly, not only is losing a wing (and all your laser power-ups) a lot easier, the penalty is more severe with the Arwing becoming a



And here it is! The Landmaster tank is excellent fun in the four player mode and you can also play as the Lylat Wars characters!

lot more difficult to control. On the positive side, Expert Mode makes racking up the hits a little easier.

Beyond Expert

If you win a Medal on Venom 2 while playing In Expert Mode you'll be rewarded with a new end screen (Great!) and a cool new option in Versus Mode. You can now choose to control the Lylat Wars characters. Right Shift makes them run, Left Shift produces a jump while other buttons work as normal, although there doesn't seem to be a Homing Bolt. (As with the Landmaster Tank, this option won't appear if you pick a space battleground.)

If you get every Medal on Expert Mode, you get a cool new title screen!

Cheat

Although there are no cheat codes as such, the ability to replay any level (allowing another attempt to win a Medal or reach a Special Exit) offers an obvious opportunity. The game awards an extra life for every 100 points scored, so to build up extra lives simply keep replaying one of those levels where you're confident of getting 200 points or more.

Similarly, if you're doing badly chasing after a Medal or exit, it's always best to play through to the end so your points score can be totalled and extra lives added before choosing the restart level option.



Title Screen Fun

Wait a few seconds on the title screen, then when you move the controller stick the '64' logo will move around, carefully watched by the Lylat Wars crew who are no doubt highly impressed by the real-time light sourcing both here and in the game itself!





Players
1-4



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

shoot-'em-up
Japan

Released:
Price:

3 October
£59.99

CORNERIA

Mission Type: 3D Scroll
Mission Vehicle: Arwing
Medal Score: 150+
Mission Description: Fox's home planet has been occupied by Andross's invasion fleet. Tanks and giant robots roam the capital city's streets, while fighters have established total air superiority.
Standard Meteo Exit: Defeat Boss 1.
Special Sector Y Exit: Save Falco from three enemy fighters (use a Homing Bolt to take them all out), then fly under all the stone arches in river. Falco will then automatically lead Fox through a waterfall to Boss 2.



THE GUIDE

The level begins over water with three fighters attacking from directly ahead. Next, two fighters will zoom in from behind. In both cases, try to use Homing Bolts to take out at two fighters at a time.

You'll now see three fighters coming from the left and two from the right. Get a Homing Lock on the far left fighter and fire as the aircraft come together – this should take out all the fighters together for a +4 bonus. In any case, wipe out this entire formation to earn a Laser Power-Up.

At the same time as you're taking out this formation, an enemy fighter will fly across the screen in pursuit of Slippy. It's impossible to take out the aircraft on its first pass, but as soon as it reappears on Slippy's tail you should take it out immediately.

You'll now be flying into a narrow canyon and a stream of ships will fly overhead. Try not to take them out individually, but wait for two ships to close up allowing for a double hit.

Similarly, take out all four ships at the end of the canyon as they group together.

You'll now emerge into Corneria's capital city, which is bustling with enemy activity. There's a Shield Ring under the bridge directly ahead, with a Smart Bomb behind doors on the left. Try to keep braking as much as possible, maximising the time you have to collect Power-Ups and



Fly through all these stone arches to activate the exit to Sector Y. You will also have to shoot the mechanical walkers.



A smart bomb explodes harmlessly over the surface of the water. A needless waste.

destroy enemies.

As you proceed forward, bear right and you'll see a red robot trundling from left to right. Its objective is to push over a tower, blocking easy access to the second Laser Power-Up just under the bridge. Blasting the robot not only helps with collecting the Power-Up, but destroying any red robot awards a vital +5 bonus. There's also a second Shield Ring under the next bridge section.

Now watch out for a second red robot who'll push a building toward you, he appears just after a pair of ships have flown overhead. Brake hard as the building falls and blast the robot for another +5 bonus.

A third Shield Ring is just behind the doors now directly ahead. Just past this there are a pair of red robots pushing down buildings from left and right. Brake hard, take out the left using a Homing Bolt, blast through the doors, use a Homing Bolt on the procession of tanks while braking and angling toward



Each one of these red robots carries a large girder and will hit you with it if you don't blast them for a +5 bonus.

the right robot – destroy it with lasers.

Fly under the bridge to make a Smart Bomb appear just before the Checkpoint Circle.

Falco will now fly across the screen, promptly followed by three ships in formation. These will cross the screen three times and, to access the second exit route, you must destroy all three ships before they down Falco. A Homing Bolt is the best technique, but there's plenty of other targets around so don't be surprised if you have taken them out first, either with lasers, Homing Bolt or Smart Bomb (if want to be quick about it!).

You'll now come to a building with neon lights wishing you good luck. If you go to the left you'll get a Smart Bomb, go right for a Laser Power-Up. Use a Homing Bolt on the gun turrets, then be prepared for a pair of red robots throwing girders at you. Brake hard and take them both out, then use another Homing Bolt to take out the central gun

turret with its two partners.

There's a river section now with stone arches. Fly under them all to trigger the second exit route. You'll also earn bonus energy, a Smart Bomb and another Shield Ring. Brake to take out the water skimmers too (+3 bonus hits for each one).

If you've rescued Falco and flown under the arches, Falco will now lead you through a waterfall – this is totally automatic so if it doesn't happen you've failed to do something right. If it works, don't forget to keep firing as your ship is guided right. After emerging from the waterfall, watch out for bird-like creatures dropping flame bombs, followed by green missiles flying out of the ground. If you take out all the ships just before the boss then a Laser Power-Up will appear.

If you don't make follow the

BOSS

Boss 1 Description: A steam-powered, slow-moving robot provides a gentle introduction to the game's first 3D All Range section.

Boss 1 Guide: The boss moves in slow circles while firing off homing missiles – these aren't overly dangerous to Fox, but can run on to cause serious damage to his wingmen if the battle goes on too long. Hitting the boss will often cause Smart Bombs or Supply Rings to appear between its legs, however it's best not to delay too long. The boss takes damage from any hit, but is particularly vulnerable to hits to the green box on its back. Either circle around and attack it directly, or shoot off a leg and then finish it off at your leisure.

Boss 1 Reward: +10 points



This boss is particularly vulnerable to hits in the green box on its back, apparently.

waterfall route, you'll face a few gun turrets and fighters before the first All Range 3D section with Boss 1.



BOSS

Boss 2 Description: The original Level One boss from Super NES Star Fox returns – a central command pod flanked by one missile pod on the left and a pair on its right side.

Boss 2 Guide: Begin by hammering the right missile pod, blasting the missiles as soon as the pod opens and then the pod itself. As it starts to close, target the left two missile pods, then move back to the right. Once all the pods have been blasted off, the boss will circle around under a pall of smoke. When its turn is complete an awesome flame weapon will be deployed, so rapid-fire at the main body to polish it off before then.

Boss 2 Reward: 10 points.



Shoot off the side pods first, just like the Super NES original!

About Lylat Wars: When attacked from behind, use the airbrake to pull you up and watch your enemies fly right by into your gun sights!

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METEO

Medal Score: 200+

Mission Vehicle: Arwing

Mission Description: A dense asteroid field is all that remains of Lylat's fifth planet.

It's long been a useful defensive barrier for Corneria, one which Andross's minions are now busily clearing to make a path for his battleships. A huge Planetoid Crusher leads the enemy fleet and taking it out is Fox's principal objective.

Standard Fortuna Exit: Defeat Planetoid Crusher.

Special Katina Exit: Fly through five blue energy circles just after the Checkpoint.



THE GUIDE

You begin in an asteroid storm and your main objective is blasting as many as possible for maximum points. Fly through three asteroid circles – the last with a large irregular asteroid in its centre – to make a Laser Power-Up appear in the fourth circle. You'll now see a swarm of flower-type aliens emerge and swarm about. Take out as many as possible with Homing Bolts – you can take out one alien with a Homing Bolt even as it hides behind the asteroids just prior to the attack.

Next there's a long asteroid with a hole through its centre, be careful to take out the three snake-like creatures. At the end of the asteroid there's three power-ups in a line – Smart Bomb, Shield Ring, Supply Ring – brake to collect two or even three, alternatively try a Somersault.

Next you'll see four asteroids are grouped together on the right. Fly through the centre to make a Laser Power-Up appear by a huge asteroid up ahead. Your wingmen will advise when to brake and when to accelerate while navigating through the middle of all these huge asteroids and you should easily



Fly through the asteroid circles to obtain a laser power-up.



You've got to get the blue circles to go into hyperspace!

collect a Smart Bomb. React to a Comms Signal to trigger a Power-Up drop-off while confronting four turn-about aliens. Three enemies will now fly overhead, take them all out for a Supply Ring. There'll be a slight pause, then Peppy will fly on screen pursued by a swarm of aliens – use Homing Bolts to take them out.

Next there'll be three formations of aliens which appear in turn, wipe them out to collect a Shield Ring, Smart Bomb and Laser Power-Up.

Now there's another cylindrical asteroid, take the enemies as they swirl about, try to take out the gun turrets as well, then fly through the energy lines. You'll now see an insect-type creature which flutters about unleashing lethal energy balls. Homing Bolts won't lock on, so be quick and precise with the old lasers, earning a Shield Ring.

Slippy now arrives with four turn-about aliens on his tail, just as the

Checkpoint Circle appears. Since the aliens are chasing him, their vulnerable rear areas make them relatively easy prey for your laser.

A five-ship formation will now appear, take out the central one with an energy bolt to make Supply Rings appear. Next, Falco will fly on and blast an asteroid revealing a Shield Ring.

Now it gets interesting! You'll see blue circles placed among swarms of aliens. When you fly through the first one, the Arwing will accelerate and begin to stream psychedelic patterns. Each time you fly through another circle, the Arwing picks up more speed and the weirder things get. If you miss one circle, subsequent circles disappear and the Arwing goes back to normal. Fly through them all and the Arwing is warped to a bonus stage which leads to Katina. Achieving this isn't easy, the key is to make good use of the brakes and to bank hard

FORTUNA

Mission Type: 3D Free Range

Medal Score: 50+

Mission Vehicle: Arwing

Mission Description: Scientists are working to terra form this icy wasteland, but Andross has rudely interrupted their work and seized control of the Science Lab. If Fox doesn't succeed in repelling enemy forces, a self-destruct mechanism will be activated. Initially it seems an easy mission, but there are rumours Lylat Wars's old nemesis, the Star Wolf team, may be in the area..

Standard Sector X Exit: Simply survive until the lab blows up!

Special Solar Exit: Wipe out Star Wolf squadron before Lab self destructs.



THE GUIDE

The mission starts with the Arwings dropping down on an icy planet with the Science Lab busily launching enemy fighters. Circle around the lab, patiently using Homing Bolts to take them out while paying attention to your wingmen – Slippy frequently pleads for you to rescue him. There are gun turrets among the surrounding hills, and are principally useful for obtaining energy from later on.

If you're going for a Medal, hustle to get at least 10 kills before the Star Wolf team make their dramatic entrance, flying out of the sun. They'll head for the centre of the stage, then split up to take on you and your team-mates individually. Homing Bolts and Smart Bombs have no effect, so you'll have to rely on lasers and learn to aim ahead of the enemy's flight-path just like WWII fighter pilots. If a Star Wolf member gets on your tail you'll soon know it with heavy fire pounding down on the



Take out the gun turrets and enemy drones for extra energy and the prepare for the Star Wolf team!



Players
1-4



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

shoot-'em-up
Japan

Released:
Price:

3 October
£59.99

left/right toward the next circle as soon as you exit the current one. You should also use Smart Bombs to clear any aliens away, usually about the third circle, which also causes some useful slowdown.

There are, in fact, lots of aliens here and plenty of points to pick up. If you don't want to visit the Bonus Area, good shooting here will be crucial in achieving a Medal-winning score. Particularly effective is using Homing Bolts on the circular alien formations for lots of bonus points.

After this section, there's another asteroid field with snake

aliens, normal asteroids and pop-apart fake asteroids with vulnerable orange centres. It's a frantic final stage before the Planetoid Crusher appear.



Your wingmen will tell you when to brake and when to accelerate to avoid crashing into these huge asteroids.



An enemy gun turret explodes and instantly reveals a silver power-up. Blast the towers to re-charge your health and weapons.

Arwing. These guys are significantly smarter than the usual drones and hard braking while banking left/right isn't as effective. Somersaults are the best way to lose an enemy – if you're having trouble with these, fly to the edge of the map and the game will automatically loop the Arwing for you. You'll also notice that when hit Star Wolf members will also pull loops and being able to loop in pursuit can be useful. Ambitious pilots can try losing pursuers by flying through the Lab's central

corridor!

The most effective tactic is to track an enemy as it pursues a wingman, you should be easily take out Star Wolf members this way – but be careful you don't lose any wingmen if you want a Medal! Be ready for a Comms Signal during the dogfight which can provide a vital energy power-up.

Each Star Wolf member is worth a bonus 10 points, so make sure you get them all, although it's admittedly rare for one of your wingmen to get a kill anyway.

Meteo Bonus Area

Although pretty, the bonus area is also very important. Firstly, all the kills you achieve here count toward a Medal-winning score for Meteo. Secondly, it's the perfect place to get your Arwing up to maximum strength. For example, if you shoot out the middle of the '64' formation, all the blocks turn into Smart Bombs and Laser Power-Ups. However, if you die here you won't reappear in the bonus level but back in Meteo.

This is packed with bonus items and power-ups to build you up to full power.



BOSS

Boss Description: A large disc-shaped shield rotates between a pair of beautifully animated engines, but there's more to this boss than first meets the eye.

Boss Guide: Get in close and move around following the notch in the shield. Shoot through the notch to take out the four, vulnerable yellow segments.

By keeping close to the notch, you'll avoid the green energy rays but beware – when all four yellow segments are destroyed, the shield is blown off and can cause serious damage if you don't avoid it.

The boss will now power-up a lightning weapon. Roll to avoid it, then attack the final yellow segment which appears at the boss' centre. When you get the boss down to 50% energy, the segment will blow-up and the boss may appear defeated... until it rotates around. Spikes on the left and right immediately begin charging up powerful purple energy rays. Attack the central two yellow segments, then bank away as the energy rays are unleashed. Quick accurate shooting should quickly dispose of this enemy.



Shoot at the vulnerable yellow sections of this boss.



This is the lab you are trying to destroy by keeping Andross' forces away. Take out the many drones that circle the complex.

After a while, a counter will appear on screen giving you 60 seconds to wipe out the Star Wolf team. If you fail, the building will start to self-destruct and everyone will try to get clear. Succeed and Fox will enter the building to disarm the bomb, earning an exit route to Solar.

Important: Besides saving the Lab from destruction and potentially earning a Gold Medal, killing the Star Wolf team here means you won't have to face them

on Venom 1 (although they will still appear, patched up and angry on Venom 2).



Watch out for the deadly Wolf fighters mid-way through the level.

About Lylat Wars: The arena levels feature a central target and a cluster of enemies to deal with. You also get the wrath of the Star Wolf squadron to deal with.

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more...

SECTOR X

Mission Type: 3D Scroll**Medal Score:** 150+**Mission Vehicle:** Arwing**Mission Description:** The

construction yard in space was one of the toughest levels in the original game, but this time around it's not quite so formidable. Analysts claim Andross is building a space station in this X-shaped cloud of space dust, but it's not going well and opinion is divided about whether there's been an accident or it's a Return Of The Jedi-style trap.

Standard Macbeth Exit: Defeat HVC-09 before Slippy attacks.

Special Section Z Exit: Blast open four grey doors (on left route after Checkpoint) and fly through them to be warped into Bonus Area 2.

Special Titania Exit: Take too long killing off HVC-09 and Slippy will attack, only to be hurled onto Titania forcing you on a rescue mission!



THE GUIDE

It kicks off with a huge swarm of relatively harmless fighters – principally a point-scoring opportunity, use Homing Bolts or Smart Bombs. This is followed by a two horizontal platforms, swarming with enemies, then a floating tunnel, the mouth of which is filled with what appear to be stationary ships but are, in fact, mines. Take out one at a distance to begin a chain reaction, otherwise try to sneak around the edges. At the end of the tunnel, guarded by four gun installations, there are three hat-type alien ships. Shoot them all to earn a vital Laser Power-Up. Fly through the narrow gap into whirling junk with hat creatures and flower-type aliens, shoot these for power-ups. You'll now come to the Checkpoint, beyond which a solid wall forms. Brake hard and wait for a door to fly open, a fist poking through after it. Nip through and use a Homing Bolt to save Peppy from pursuing aliens.

An alien on the right has a Shield Ring. More importantly you'll next come to a junction forced by a central wall. Three hat creatures should be destroyed for a Laser Power-Up, although you'll need to brake to get it.

Bear left if you want the Section Z Exit, but you'll need Blue Lasers to be in with a chance. Having

turned left, head into the main area and be prepared to bank on one side to nip between sliding wall sections – judicious braking is also vital. After clearing this section you can pick-up a Smart Bomb, and a second via a Comms Drop. Don't worry about that one, but concentrate on the rectangular door ahead: it's a rectangular, ridged block with arrow shapes bracketing it. As it takes hits, the colours shifts from grey to red. Hammer it with Blue Lasers – and maybe a Smart Bomb if desperate – to open it up so you can fly through. Next iron beams will appear, ignore them and concentrate on the next door. There are two more doors, the last with a tempting Shield Ring off to the left. If you succeed in opening them all Fox is warped off to the second bonus area which leads to Section Z.

If you choose to go right instead of left at the main junction, Fox veers outside the main zone with just a few gun turrets and aliens to worry about.

All routes, even the left one if you fail to make the warp, lead to a final section of junkyard with hat creatures and a flower enemy to take out.



This section of wall will explode under the barrage of a large fist, so use caution here.



Take the right hand route in this level and you'll find plenty of targets who surrender power-ups.

Sector X Mission 2

Whereas the first bonus mission is principally an opportunity to admire the N64's special effects and stock up on firepower, this one is a real challenge. Treat whirling debris with respect, braking and banking as appropriate. The principal hazards are long rectangular strips which fan out to form stepped corridors in space: pick which way you're going to go and follow through carefully. Static-covered aliens have a real bite, so keep sharp! If you fail, Fox will be booted back to the start of Sector X. If you succeed, the hits will significantly boost your chances of a Medal winning score for Sector X. You'll also have reached the last stage before Venom 2 without tackling any of the preceding hard or medium levels!



Take out these static covered ships as quickly as possible. They are highly armoured.



The whirling debris is a real challenge to avoid and you can easily lose a wing here.

Important: If you're having trouble getting enough hits on the doors, you might like to try a route which involves passing through Katina.

Do well and Bill will join you in Sector X and lay down some very useful laserfire on the doors, reducing the number of hits you need to open them up.



Blue lasers will make short work of these doors, which turn red and then open after constant fire. The three aliens (left) hide a power-up.

BOSS

Boss Description: Speculation that the construction zone is a trap turns out to be true. Once Fox reaches the level's end, a massive robot forms out of what seemed to be mere junk.

Boss Guide: HVC-09 is a formidable opponent, but while he's self-assembling note two small ships above it to the left and right. Use homing lock-on to find and destroy them for useful extra points. Six more ships fly out bottom right.

Once HVC-09 is functioning, keep to the top of the screen and fire downwards into its eyes. Watch out for hands which can easily rip off wing. After the arm swings, HVC-09 will launch rocket-propelled fists at your Arwing.

Once you succeed in blowing away its head, HVC-09 becomes even more lethal! After a short pretence at playing dead, it will begin flinging debris at you and then begin whirling around. Again, keep high and aim for the top where its neck used to be. Speed is essential, if you take too long Slippy will have a fit of heroics and go on a solo attack run. HVC-09 will simply brush him aside, hurling Slippy onto Titania and forcing a rescue mission – if you succeed in polishing the robot off!



Kill this boss quickly and you don't have to find Slippy.



Players
1-4



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

shoot-'em-up
Japan

Released:
Price:

3 October
£59.99

TITANIA

Mission Type: 3D Scroll
Medal Score: 150+

Mission Vehicle:
Landmaster

Mission Description:

Also known as the Red Planet, Titania is littered with the remnants of an extinct, but highly advanced civilisation known as Goras. Under normal circumstances, access is banned and even during wartime it's left off the route to Venom. Only if Slippy is stranded here will team Lylat Wars visit this mysterious planet.

Special Exit: None.

Standard Bolse Exit: Survival



THE GUIDE

The level begins with a spectacular introduction for the Landmaster tank, the Great Fox starship depositing it in a dust storm among the Goras ruins. Falling columns make clear the importance of speed control in collecting a Smart Bomb. Watch out for green mines: only Homing Bolts can take them out. Destroy the first and head to the centre of the screen for a Shield Ring.

Three giant lobster-type creatures will then drop down, one after the other. They take a lot of punishment, but don't go crazy – a +3 sign will indicate a successful kill, while the creature itself will take a second or so before registering its death by collapsing. Shoot the creatures' bellies and move on quickly. There's a Smart Bomb here.

Go through the bone tunnel: there's mines on the left side, which is the best route for taking out two more lobsters which immediately follow, you also get a Smart Bomb.

You now face an onslaught of aircraft. Although you're driving a

tank, if you want a Medal, you'll need to concentrate as much fire on the aerial threat as the ground-based one. Watch out for weird green boxes – these are unearthed mines which should be quickly shot if likely to block your immediate path.

Keep on the bridges to avoid mine-infested trenches, although on the last trench a Shield Ring on the bridge gives an incentive to collect a second by rolling down into the trench.

Next you come up against some more of that lethal Goras technology. Tall gun turrets scan the ground with tiny, feeble looking lasers – but watch out, if they achieve lock-on, they soon prove highly effective at draining energy.

Veer off to the left and go up to find a Smart Bomb, which isn't much use against tanks which roll up out of trenches without warning. Clear mines with Homing Bolts and drive through the Checkpoint Circle under a sky full of swarming fighters. Drive through the ruins, speeding up to avoid falling columns while collecting Shield Rings and Smart Bombs. A Comms Signal will let you trigger another power-up, and there's a Shield Ring



Massive enemy tanks assault your puny Landmaster.

on the right among the ruins.

Now watch for Falco, you'll have to save him from his pursuers with a Homing Bolt, but you may need a Smart Bomb first – simply to clear targets for a successful lock-on. There's another Supply Ring on the right, it's tricky to get to but the profusion of these power-ups is a clear indication of how tough the end boss is going to be...

You'll now enter a canyon with rock throwing enemies on the high ground, with guns turrets on floor with mines. If you've chosen to



The Lobster creatures drop down and attack near the start.

come here, this is when Slippy gets abducted. You'll now come through to the final bit of ruins with more falling columns around which are energy power-ups, go left for Shield Rings.



The Landmaster's homing bolts are ideal for taking out stationary lines of foolish enemy ships.

BOSS

Boss Description: This skeletal, four-armed, laser-fisted monster is undoubtedly one of the toughest in the entire game and must be treated with the utmost respect.

Boss Guide: Shoot all trees beforehand for energy. At first, you'll just see club claws and a proper claw holding Slippy. Shoot the clubs but be prepared for their hammer blows as the boss attacks. The whole creature will then emerge. Don't get distracted but concentrate on those club claws while the other pair of claws hold Slippy and fire red lasers. Stay in the centre and roll left/right to avoid the clubs, also watch out for the creature's tail when it turns.

When both club claws have been shot off, Slippy will be released so both remaining claws can fire red lasers. When these are both disposed of, you have to go for the creature's heart and quickly take it down – dawdle and the creature will start using a wispy white laser, then bury itself and re-emerge with all its limbs intact. Smart Bombs should be stored to help with the final attack on its heart. If a silver ray is coming, stay on far side of screen then roll in the other direction just as laser is unleashed.



Shoot the claws to release Slippy.



BOLSE

Mission Type: 3D Free Range
Medal Score: 150+
Mission Vehicle: Arwing
Mission Description: Bolse is Andross's Death Star, a giant artificial planet armed to the teeth and here tasked with defending the route to Venom.



Attack these energy towers to shut off the energy field which crackles and protects the central structure. Otherwise you will not be able to finish the level.

THE GUIDE

The level begins with the squadron dropping down into a trap. The main access port is protected by a purple energy shield, charged from six surrounding towers while gravitational pulses whirl the Arwings around in a circular pattern. Don't fight the gravitational pull, turn into it and ride around in a circle, popping up to take off the tower tops with Homing Bolts or just concentrated laser fire. Each tower is protected by two gun turrets, but their offensive capabilities are weak and they're best regarded as a source for energy power-ups when needed. Each tower-top yields a +3 hit – plus as they're destroyed the gravitational distortions progressively weaken.

Once all the tower-tops are destroyed, the shield falls and a

massive swarm of enemy fighters spew out. These aren't a serious obstacle, but an opportunity for points and for saving Slippy from them – as usual! If you defeated the Star Wolf squadron on Fortuna before time ran out, then they'll decide discretion is the better part of valour and leave you alone. If, however, you failed to defeat them then the entire squadron will return to defend Bolse. With all those towers scattered about, dog-fighting such cunning opponents isn't easy – but the same basic tactics as on Fortuna still apply.

Regardless of whether Star Wolf arrive, a defensive tower will soon



The best way to lose those persistent Wolf fighters is to perform a loop-the-loop and get straight back on their tails! Try to get two or more on your tail.



emerge with gun turrets all along its length. This is your principal objective, blowing each turret off earns a plume of flame and a neat +10 Hit. The faster you take out the drones, the sooner the tower's gun turrets will start firing. Once all the gun turrets have been taken out, the tower will descend into Bolse and the resulting explosion will blow the station apart.

Attacking the tower isn't that complex, keep low during your

Protect your wingmen from Star Wolf attack by homing in on them and taking them out while they are lining up for the kill. Watch your back though.

approach to avoid the lasers then pop up to hammer lasers or Smart Bombs onto a gun turret then bank away. When you've taken too much damage, go after some energy from the outlying gun turrets. You should also keep an eye out for Slippy getting into trouble.



Once the ships have been taken care of, you must then fly into the core and shoot each pod off the wall. This is made difficult by the fact that they shoot lasers directly at you. Prepare for some damage.



There is no point shooting at the energy field until you have blasted every surrounding energy tower. This will bring the whole lot down.



Success! Shoot the yellow gun turrets off the face of the central core and a plume of smoke is created. Zap them all to win the mission.



Players
1-4



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

shoot-'em-up
Japan

Released:
Price:

3 October
£59.99

KATINA

Mission Type: 3D Range
Medal Score: 150
Mission Vehicle: Arwing
Special Solar Exit: Destroy the Mothership before time runs out and save the base.
Standard Sector X Exit: Survive.

Mission Description: Prior to Andross' invasion, Katina was the most popular destination for Corneria emigrants and there's a substantial population in its cities. One of Fox's pals, Bill Gray, leads the planet's beleaguered Husky Squadron. While they've been successful holding off massed enemy fighters, the appearance of a huge alien mothership has caused panic!



THE GUIDE

The mission begins with Bill Gray forming up with your squadron, so keep your finger off the trigger! Bill's fighters have a distinctive swept-back wings, markedly different from the boxy alien drones, but with so many aircraft whirling about only the fool-hardy will rely on normal lasers. Homing bolts will only lock onto enemy craft and, better yet, since many of the enemies travel in clusters, using Homing Bolts will earn lots of bonus hits. The drones lack a strong offensive capability and the mothership has no air-to-air capacity, so surviving the level isn't difficult. Even taking down the Mothership and saving Bill's base isn't that difficult: once the countdown timer begins a spike protrudes from the base of the saucer which is easily knocked out with intense laser fire and/or a Smart Bomb or two. The principal objective is earning enough points to win a Medal. Besides knocking out enemy drones with Homing Bolts and, when they're really grouped together, a Smart Bomb, you should also take note of the saucer.

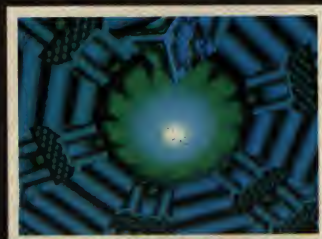


The bubble on the top of the UFO is the primary laser weapon. The ship up-ends before preparing to fire, and you also get twice as many enemy fighters as the hanger bays open and they all swarm out.

One important phrase to watch for is "hatches are open!" which, together with a subtle but distinctive sound effect indicates the mothership is opening up its hanger bays. Besides unleashing



It's Independence Day. After a short dog-fight, this awesome UFO descends over the city.



Forget to shoot the UFO's main gun and it will proceed to fire the primary weapon; taking out the pyramid.



The devastation! Oh the humanity... Leave it too long and the UFO will utterly wipe out the pyramid and its population. Your mission is a failure.

yet more fighters, it means you can attack the hatch doors for +5 hits bonus. There are four hatches and you should leave taking out the last one until you've got a healthy score. Knocking out all the hangers will cause the Mothership to immediately begin its attack countdown. The mothership itself only provides a +2 hit!

As usual watch out for wingmen, particularly as the fighter formations chasing them yield useful points. Also, remember to keep enemies on screen to ensure Homing Bolts actually hit.



Why not obliterate entire groups of fighters – friend or foe – with the superbly destructive energy bomb? Nice.



As the ship approaches the bottom opens up and more ships fly out to engage you and your wingmen.

Slippy gets into a tight scrape once again and you must bail him out. Honestly, how did he get in the Star Fox team?



Or if you shoot the laser before it fires, the whole UFO erupts into flame and conveniently crashes away from the friendly population.

About Lylat Wars: The Katina level was obviously inspired by the film Independence Day, as it is almost identical to one of the key scenes.

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number

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turn over for
more...

SOLAR

Mission Type: 3D Scroll
Medal Score: 100+
Mission Vehicle: Arwing
Mission Description: This molten planet really is the harshest environment in the entire Lylat system, covered in a sea of lava its intense heat constantly drains energy from your Arwing fighter. Despite previous scientific opinion that nothing could live here, it's actually thriving with bizarre creatures which are the main danger here.
Standard Macbeth Exit: Defeat boss.
Special Exit: None.



Luckily, this fiery level is full of power-ups as long as you shoot the fire birds to obtain them.

THE GUIDE

This level starts mean, with fire arcing through the sky and demanding acrobatic avoidance techniques. However good you are – even if you fly at maximum altitude and avoid everything – energy will still leach away due to the extreme heat. Fortunately, if you survive this initial section Falco will drop down to blast apart a couple of fireballs – unlocking Supply Rings which have never been more crucial. In the first group, there's a Shield Ring as well, plus if you did well on

Katina, Bill will blast a fireball revealing a Laser Power-Up.

Next watch out for one of periodic lava waves which, as a rule of thumb, usually have something hiding behind them – use Smart Bombs if curious! Blast fireballs for lots of Supply Rings, then firebirds for power-ups. Next there's more lava waves, interspersed with firebirds, heading left then right. It's worth Smart Bombing a distant formation of firebirds for points and two more Smart Bombs. After the Checkpoint Circle, watch for Falco being pursued. More fireballs appear, then it's Slippy's turn to be



A huge plume of fire blocks the way ahead. You can clearly see the airbrakes in action here.

MACBETH

Mission Type: 3D Scroll
Medal Score: 150+
Mission Vehicle: Landmaster Tank
Mission Description: The Lylat system's richest source of minerals plays host to a vast mining complex, which Andross has taken over and turned into a huge factory for his fiendish weaponry. A huge intercontinental train is critical in transporting materials, and intelligence indicates destroying it would cripple Macbeth's usefulness to Andross.
Standard Bolse Exit: Destroy Boss using standard firepower.
Special Area 6 Exit: Derail train (see below).



THE GUIDE

You begin right beside the train, so brake hard and unload lasers into the gun-turret carriage, maybe even use a Smart Bomb to help and get some bonus points. Then move onto ore-carrying carriages which will dump rocks on you if not blasted apart. There's a wall to roll through/blast down plus gun platforms (laser these to expose Smart Bombs then jet up to collect them). Next tracked gun turrets, principally useful for energy.

The ground war quiets down a bit now, so help out wingmen dog-fighting above. Watch out for a formation of five flower-type villains before a narrow artificial canyon (take them all out for Shield Ring). Use Homing Bolts on the formation of fighters which fly

overhead, while simultaneously dodging boulders. Next a formation of fighters will come forward with the train running forward on left. As the road dips down, the train's gun turrets will pound high ground causing a landslide which ore carriages contribute to. It's possible to take out carriage with intense shooting, and Smart Bombs. (This is just for bonus points, however, the train will soon shed them naturally – perhaps to speed up, so it's not essential to take them out.)

While crossing under bridge, watch for a fighter chasing one of your wing men. Now the train jettisons the rear carriages and enters a tunnel. You should aim to completely wipe out the carriages ahead (don't forget to get the wheels after blasting the top – you can't attack next carriage until the



Keep close to the train and blast open the carriages. Watch for barriers.



Use the jump jet function to leap over ground obstacles.



Players
1-4



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Origin:

Game type:
Origin:

shoot-'em-up
Japan

Released:
Price:

3 October
£59.99



chased. Another lot of fireballs appear – take out the centre one for a Middle Supply Ring. Be ready for a Comms Signal, a prelude to fireballs and firebirds. Just before the end of the level, a whole flock of firebirds will rise out of the lava so have a Smart Bomb ready. Next there'll be a big lava wave, preparing the way for the boss...



Always nice to see a close up of the cockpit.



The crafty firebirds often hide behind sheer walls of molten lava to disguise their attack patterns.

previous one is completely destroyed).

You'll have to jumpjet over barriers while doing this. Watch out for Checkpoint Circle on right as you emerge from the tunnel. Now you'll come to a section with Supply Rings behind gates – alternatively head right to get on bridge for a clear look down perspective on train. Look for posts with metal, numbered flags on top. Shoot the flags around so they point right – flower-type aliens and a Comms Signal will try to distract you from this.

Flags 1 and 2 are on the right, Flag 4 is on top of a block on right, while Flag 3 is directly opposite on the other side of the track. After a short stretch of track, Flag 5 is on left. Watch for kite boss deploying from train at this point. Flag 6 is

sneakily deployed behind a gate on right, go through that and aim high as soon as you come through.

Flags 7 & 8 are on either side of track behind walls, which requires nifty work but blast walls at a distance and you might activate Flags without even seeing it (listen for distinctive click). During this, the boss kite is deploying forests of obstacles – a Homing Bolt can take whole rank, otherwise focus on one and pick way through.

If you've got all the Flags, watch for the Switch Box which has right, red and green lights on it. Once shot, it opens and exposes switch – shoot this to shunt track aside putting the train on course for destruction and +50 bonus.

If don't want to use this method, train will continue on main track for a straight confrontation.



Blast open the switch block, then hit the nearby lever.



Boom! That'll be the train knackered then...



Boss Description: A kite which periodically swoops to grab at the tank, while tethered to the train.

Boss Guide: Once the train deploys the kite, the kite's head will be vulnerable but shortly thereafter it grows claws and starts swooping while hurling down forest of post-type obstacles. All through this battle, watch for your wingmen being pursued by fighters.

When you succeed in blowing off the kite's claw, the train will start chucking out silver boxes which shoot out horizontal lasers. Keep hammering at the train, it's only vulnerable when it opens up to throw out a box. When you get a hit, the kite will shake and itself become vulnerable. If you miss a box, blast it apart or jumpjet over the laser.

The kite will soon start to drop bombs as well, watch for shooting flame explosions. Next the kite will begin shooting out blue beams from its wings. Manoeuvre into the centre where its safe. Keep shooting the train to spark the kite convulsions which is the only time it's vulnerable. When you finally take the train down there's only a +2 bonus, however!



This Kite boss swoops down to attack you. Don't let it.



The sixth flag is carefully hidden behind a gate.



Shoot the flags to make them point to the right.

SECTOR Y

Mission Type: 3D Scroll
Medal Score: 150+

Mission Vehicle: Arwing
Mission Description: A strangely-shaped cloud of dust provides the name for an otherwise open area of space. Unsurprisingly, this is where Andross has sent the bulk of his invasion fleet and succeeded in all but annihilating the Corneria Defence Force. One of the key reason for his success are giant, humanoid battle suits equipped with shields and laser swords.

Standard Katina Exit: Destroy all three bosses.
Special Aquas Exit: Destroy bosses and achieve 100+ Hits.



THE GUIDE

Starts with descending humanoid battlesuits which take time for your systems to get lock-on. Watch out for pale blue ones which leave behind power-ups, including a Laser Power-Up. You'll now see a CDF ship get totalled by a missile attack, while your wing men sweep around and ahead. Concentrate on the ship ahead which launches two formations of enemy fighters, use Homing Bolts or Smart Bombs for maximum hits on them.

Throughout level, choosing the top route provides the harder, more

rewarding choice. Fly above the ship and blast all the fighters for a Shield Ring. Several battleships laden with gun turrets will now cruise across the screen, brake hard to take out as many turrets as possible. Get ready for an attack from behind, brake to pull fighters into view and dodge the oncoming missiles. You'll now be at the Checkpoint Circle. Lots of fighters and more battleships follow, then two battlesuits – again choose the top route for maximum points.

Use Homing Bolts on swarming alien ship formations as you pass through debris from the CDF fleet. Again brake to pick off the gun

turrets on more battleships. Take out a battlesuit to open up a trap, then dive down to take on more battleships head on. A Comms Signal will sound, while your wingman flies past. There's some Shield Rings before everything falls quiet in

preparation for the giant robots' attack.



Gun turrets litter this huge space station. Keep dodging left and right.



BOSS



The final boss is a feline in a battlesuit. It is catapulted off the cruiser to attack you.

Boss Description:

Speculation that the construction zone is a trap turns out to be true. Once Fox reaches the level's end, a massive robot forms out of what seemed to be mere junk.

Boss Guide: HVC-09 is a formidable opponent, but while he's self-assembling note two small ships above it to the left and right. Use homing lock-on to find and destroy them for useful extra points. Six more ships fly out bottom right.

Once HVC-09 is functioning, keep to the top of the screen and fire downwards into its eyes. Watch out for hands which can easily rip off wing. After the arm swings, HVC-09 will launch rocket-propelled fists at your Arwing.

Once you succeed in blowing away its head, HVC-09 becomes even more lethal!

After a short pretence at playing dead, it will begin flinging debris at you and then begin whirling around. Again, keep high and aim for the top where its neck used to be. Speed is essential, if you take too long Slippy will have a fit of heroics and go on a solo attack run. HVC-09 will simply brush him aside, hurling Slippy onto Titania and forcing a rescue mission – if you succeed in polishing the robot off!



Don't get too close, it's very easy to lose a wing in the collision.



Watch for the sparks as the battlesuit blows a fuse.



Once battered the boss retreats to the cruiser where you can finish it off. It is most vulnerable here.



Players
1-4



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

shoot-'em-up
Japan

Released:
Price:

3 October
£59.99

AQUAS

Mission Type: 3D Scroll
Mission Vehicle: Blue-Marine sub
Medal Score: 150+

Mission Description: This vast waterworld plays host to ruins which indicate intelligent life once existed here, but Andross' invasion fleet has little interest in archaeology preferring to bioengineer native life into a potent defence force. The only way to properly explore the planet is using Slippy's prototype sub.
Standard Solar Exit: Destroy boss.
Special Exit: None.



THE GUIDE

This level will test both your TV and eyesight to the limit. Propelling along at the bottom of Aquas' polluted ocean is a recipe for murk and gloom. Aside from the murk and the sluggishness of the sub, the main difference from a normal level is weaponry. While lasers operate much the same – and beginning with Blue Lasers is a big advantage – they're not quite as effective as in space, particularly as there's no Homing Bolt. Similarly, Smart Bombs have been replaced by the notably less devastating Light Bomb Torpedoes. You have an infinite supply of these, however, and they operate a lot like Homing Bolts. However, you can only have one torpedo flying at one time – it's crucial you always lock onto the nearest target. Torpedoes are also useful for illuminating the dark. A key tactic is jamming your thumb down on brake, lasers and torpedoes simultaneously. This gives you the maximum time to hit things, while the lasers can clear fish and other obstacles which can block the flight of torpedoes.

The level begins on an open sea bed. Two squid will come in from the right, so accelerate through a school of fish to get a clear lock-on and take them out for a +2 hit. Now take out the starfish (it has a devastating kamikaze attack if let unchecked) and beyond that the gun turret inside a clam. Now watch for two squid coming from the left, don't get so distracted you miss the first Stone Arch on the right

however. Continue right through the next Arch, shoot another clam (energy ring) and two squids heading right. Bank left to go through a third Arch. You should get a Laser Power-Up from the clam under this arch. Off to the right is a giant, vertical squid worth +5 bonus points.

Bear left and be prepared for a starfish and silver arrowheads. Bear right under another Arch, then left. Odd green angelfish appear, green on outside they open up to fire lasers. There's a +1 bonus for taking them out. There's clams on the floor, but watch for a huge eel coming from behind, heading right and another cutting across to the left. They're surprising easy to miss in the murk.

Now enter ruins with arrowheads on floor. If there's time, lock onto weakened columns and take out for hits and to uncover a Shield Ring. Now you'll see a big red fish with headlamp (!), he's surprisingly tough so don't go head-to-head expecting to win easily. Behind him are more arrowheads and orange fish rising from floor. Use torpedoes for lots of bonus hit.

There's now an open area with plenty of squid pairs moving left-right: take out as many as possible while keeping an eye on the giant squid guarding Checkpoint. Be prepared for more orange fish on floor. The clam on right can give Laser Power-Up. Watch for big red fish. Two squid will cross screen now from opposite end, wait until together to get both with torpedo for bonus. The big fish is overhead, hammer it for +3 bonus and Shield



Big red fish appear and are very tough to kill.

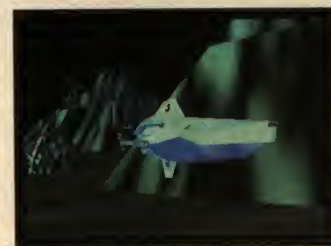
Ring. Next, more orange fish rising from floor.

Now you enter the final stretch: a narrow canyon prone to rockfalls. It's also guarded with lots of starfish and weird electrical organisms arranged in threes around a forcefield. Brake constantly and hammer everything, take particular care of always getting nearest starfish. Remember your spin shields which can be absolutely invaluable here. At the end of canyon, brake hard for rockfall, blast the boulders for points. Bear right,



Weird energy fields constantly get in the way.

there's a clam with energy, then through Arch. There's an angel fish, a big red fish and finally the boss.



This is the most difficult level to see what's going on.

BOSS

Boss Description: A large clam protected by a wide-range of bioengineered weapons.

Boss Guide: The clam's first line of defence are three fleshy launchers on the top half of its shell. These spit out long, worm-like creatures which snake toward Fox – either barrel-roll to avoid them, or shoot their heads with lasers or torpedoes. The launchers themselves are invulnerable to lasers, so manoeuvre to get a torpedo lock-on and move on to the next while the launcher flashes red after being hit. The launchers take about two hits each and then drop off when destroyed, each giving a useful +3 bonus.

The clam will now open up, exposing a green eye – usually shielded behind muscle – flanked by two more launchers. The latter spit out streams of white balls.

Your first objective is blow off the clam's top by attacking the muscles which prop it open. These are just forward of the eye and flash red when attacked. After several hits, these muscles solidify into bright tubes. – they can now be destroyed by a single torpedo each. The muscles soon go back to normal, so be quick when attacking. After both have been destroyed, the top will blow away. (It's actually possible to do this before getting rid of all the launchers on top of the shell.)

You can now attack the eye directly, first using lasers to blast away the protective muscle, then following up with a torpedo. Unfortunately, the two launchers are now throwing out a lot more pearls which means a torpedo will usually detonate before reaching the eye. It's therefore a good idea to put a launcher out of business, blasting away the pearls to get in a torpedo or two. When one launcher is quiet, it's relatively easy to attack the eye: blast the muscle and pearls, then launch a torpedo when the eye is clear. It will take over five hits to the eye, with the launchers periodically returning to action – usually surrendering a couple of Supply Rings before they do so.

Defeating the eye will reward the player with a further +5 bonus, making 14 in all for this tough creature.



Shoot the crab in its exposed green eye if you want to kill it.



Bingo! A direct hit with a powerful laser bolt and he's history!



It's so dark in here. Luckily the torpedo's illuminate the murk.



Stone arches – you know what to do with them, don't you?

About Lylat Wars: To get to this underwater world you must destroy all the bosses and get 100+ hits in Sector Y.

page number

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Supra Group

Volume One

ZONESS

Mission Type: 3D Scroll
Mission Vehicle: Arwing
Medal Score: 250+
Mission Description: Another waterworld, albeit with a few small islands which once made it a popular holiday resort. Andross' invasion fleet has polluted the oceans and adapted native life into ferocious monsters. Spies suggest a supply base is under construction - Team Lylat Wars is on a reconnaissance mission.
Standard Macbeth Exit: Sink the boss's ship!
Special Section Z Exit: Shoot all searchlights and destroy boss.



THE GUIDE

It begins with life slapping about, flying fish providing easy targets for the quick. Next winged lizards fly across screen. Watch out for flower-type aliens emerging from sea - they're worth hitting with an accurate Smart Bomb to earn +5 hits and yield Smart Bomb rewards as well. A post can be shot around, making it easier to blast open crate for Shield Ring.

A spider creature skating in from the left is worth a +2 bonus, as is each searchlight - you'll know if you miss one because all the subsequent beams will glow red from then on. Getting all the searchlight is crucial for the Section Z exit.

Next fly through the oil rigs,

shooting searchlights and two more spiders. Next save Slippy from flying lizards. There's a vertical line of three power-ups, brake hard to collect them. Kat will help out with searchlights among rocks, boost ahead if after points for Medal.

Now watch out for a huge serpent rearing out of the water, fortunately it's too big to pay much attention to Arwings. Manoeuvre around it, while keeping low to blast flying fish. Kat hits some more searchlights before Checkpoint Circle - save her from enemy, while serpent rises up again.

Peppy will shoot box on the side of a gate to raise it and expose Laser Power-Up. Two gates follow, there's a Smart Bomb behind the left gate, a searchlight behind the right one. The next, single gate has



Flying lizards are an annoying distraction. They aren't very tough, but get in the way.



Use a homing bolt to take out the water spider for more bonus points. Remember, the creatures here are toxic and super-tough.



Never get caught in the searchlights or the enemy will be alerted. This serpent tries to put your mind off your job.

an Supply Ring behind it. Next there's a crate with Shield Ring in it.

A Comms Signal will sound, now watch for a ship coming in from the left. Try to hit the crates on the ship with Homing Bolts for bonus points. There's also a formation of planes coming in from the right, while water tanks churn through the water. Some flying lizards will come in from the left, use Homing Bolt then bear right through structure. Take out a formation of five aircraft with a Homing

Bolt, shoot crates then watch for aircraft lifting up from the left.

More watertanks chug about, watch out for crates. There's a Shield Ring in a crate on a post, then some more searchlights which Falco will help you take out.



BOSS

Boss Description: A robust boat with two sidepods which launch missiles, while the central pod hurls about a huge spiked ball!

Boss Guide: The boss confrontation begins with some innocuous yellow barrels bobbing in the sea. Shoot them quickly and they'll provide Supply Rings, but be careful as they're timed to detonate and shoot up a devastating plume of flame if left too long.

The boss will then emerge from the water, be prepared for the spiked ball to be thrown out - stay on one side of the screen, then roll to the other to confuse its aim. The boss has two primary offensive weapons: rolling out explosive yellow barrels from the bottom of its side pods, while simultaneously firing white balls from the top of the pods. Shooting the former gives energy circles, while the latter delivers Smart Bombs - critical since the boss is invulnerable to laser fire and Homing Bolts until the very end.

Stay on one side of the screen, high enough to be above the barrel explosions, and pick off the white balls to stock up on a maximum nine Smart Bombs. Now you can attack. It's important to follow a set order in destroying this boss - go out of sequence and the boss will submerge. It will then roll out some tempting yellow barrels - a lure for an undersea spiked ball attack. It will then reappear, back at full strength.

Firstly, attack the stubby white arms near its top, go for the right one first, but be careful not to hit the sidepods. Remember, you can detonate the Smart Bombs by pressing fire when they're in flight, but for accuracy's sake it's best to try for direct hits. When both arms have been removed, go for a sidepod - all the time collecting Smart Bombs as you go.

Once a sidepod has been blown off, the boss will turn around and use a crane to winch up it up out of the water. Attack the crane with three Smart Bombs. Only when the crane has been destroyed can you remove the second sidepod.

Succeed and the boss will instantly go into a frenzied attack mode, hurling out the spiked bomb while unleashing a stream of fire. Keep your head and hit the main body with everything you've got. Even lasers alone will be enough to quickly finish it off. But there's only a +5 hit for taking it down.



Yellow barrels land in front of you and explode violently.



Smart bombs make light work of the crane.



The boss gets really nasty when nearly dead.



Players
1-4



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

shoot-'em-up
Japan

Released:
Price:

3 October
£59.99

SECTOR Z

Mission Type: 3D All Range

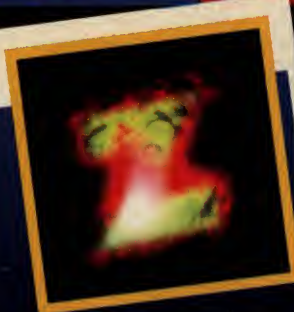
Mission Vehicle: Arwing

Medal Score: 100+

Mission Description: A bizarre space dust formation is littered with debris from a previous space battle where Cornerian Forces routed the Space Pirates. Spies suggest Andross is salvaging this graveyard for starships, and a trap is suspected!

Standard Bolse Exit: Miss a missile and the level will instantly end, forcing you back onto the easy route.

Special Area 6 Exit: Destroy all the missiles.

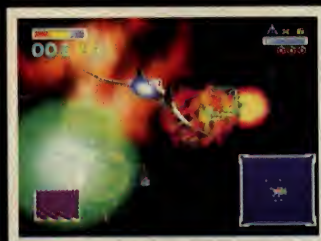


THE GUIDE

This starts with a circle of drone fighters closing in on the Great Fox which, for the first time, actually plays an interactive role. You can even dock with it to replenish your shields: simply fly in just over the engines to trigger the slick and very fast docking sequence.

The drones don't actually pose any significant threat to the Great Fox and are principally a points-scoring opportunity. Hits aren't easy to come by on this level, so move quickly and watch out for about four small boxes floating around the Great Fox: they yield some useful bonus points. As always, watch out for your wingmen if only to take advantage of the bonus potential in taking out the clustered ships on their tails. Power-ups are a problem on this level as they're randomly distributed among the fast-moving fighters, if you're going for a Medal-winning score you won't have time to pick them up!

The trap is sprung with news of a missile being sighted at the bottom edge of the map. It's advisable to respond immediately, although if you wait in this area from the start you may be surprised to find you can see the missile long before it actually enters the battlezone. If you've got Blue Lasers, it's just about possible to go head-to-head and blast it apart that way. Otherwise, bank around to get on its tail and follow it in with lasers blazing. The missile moves at the same speed as the Arwing, so it's easy to match speed. The main danger is a wingman blasting it and taking the bonus points.



Lots of stupid drones to take out on this level. Make sure you don't crash into them though, because with so many in vicinity, it's easy to lose a wing in a collision.

After the missile has been destroyed, return to Great Fox to face another wave of drones, once again assuming a circular formation to prevent cluster targets for your Homing Bolt. Be ready for another missile warning, this time you'll face a pair of them coming from exactly the same direction as before.

Follow the same procedure as usual to take them out. Again return to Great Fox for another wave of fighters. Kat should now come in to help, just in time for the third wave of fighters. Her main role is with the third and final missile attack, however, which includes three missiles. This is a formidable array but Kat and your wingmen will help out – great if you just want to get through, a pain if you're after all the bonus points. Move quickly to avoid this and don't expect them to take out all the missiles if



Small spinning cubes in space are easy to miss, but it is worth getting them because they yield useful power-ups.



When the first missile appears you get a small bit of full motion video. The others home in without any warning.



It's too late – the missile has reached the Great Fox and now you must avoid being hit by the explosion!



Great Fox falls away badly damaged by a missile impact. Another one like that and it's history.



Defeated, the Fox squadron retreats and prepares to leave for Bolse.

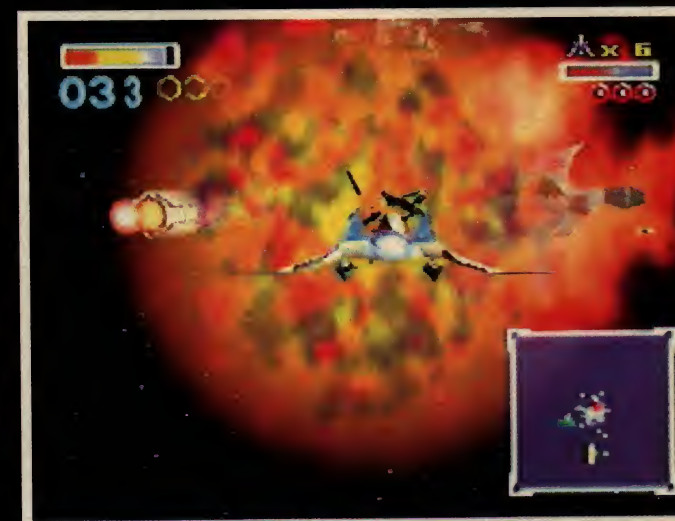
you're having problems.

When you destroy all three missiles, the level will end and the team heads off in triumph toward Area 6. There's no boss character,



Those careless wingmen always seem to get in trouble during a tense situation.

other than the missiles themselves. If you fail to destroy a missile, it will blast off one of the Great Fox's fins and the team is forced onto the route toward Bolse.



A missile bound for your mothership, Great Fox, explodes harmlessly as you strike it with your lasers. Phew.

AREA 6

Mission Type: 3D Scroll
Mission Vehicle: Arwing
Medal Score: 300+

Mission Description: This area guards the most direct route to strike at Andross, so it's no surprise to find it guarded by an immense armada. Fleets of fighters are supported by battlestations, battleships and the infamous Death Ball.

Standard Venom 2 Exit: Survive!

Special Exit: None!



THE GUIDE

As the level opens you'll quickly see a Space Station (+3) off to the right, but don't be distracted by it. A large group of fighters will soon come in from the left and, if you can take them all out, you'll collect a very useful Laser Power-Up. By the time you accomplish this you'll be inside a mine field, accelerate forward as mines start to go off.

After the mine field, you'll be confronted by more fighter formations and Space Stations to the left and right. Watch out for Falco being pursued by aliens.

When Flower-type aliens arrive,

in formation, take them all out for a Smart Bomb power-up. On the left you'll see a Space Station with a Laser Power-Up above the disc, a Gold Power-Up below. You'll now get a Comms Signal which can bring in some helpful fire onto the Battleships (+2) ahead. The first two will be weakened by this and are easily destroyed. The next Battleship will come head-on, surrounded by missiles, and won't be quite so easy to destroy.

Next you'll face a salvo of homing missiles equipped with powerful warheads and proximity fuses. Your wingmen will help take out some and your own, concentrated fire can take out more – preventing potential



An armada guards the approach to Andross' home planet.

damage and earning Supply Rings.

The missiles were presumably launched by the Space Stations



As you get near, choose between a laser power-up or a shield ring.

which now appear, along with more enemy fighters. Watch for Peppy being chased by difficult to kill



These battleships are easy prey, especially if you have powered-up lasers. Get them Fox!

THE GUIDE

This begins with an all-out attack, swarms and swarms of ships coming straight at you. On standard setting, it's possible to roll and dodge your way through using Smart Bombs only if you're after a Medal (on Expert Mode, this is all a lot different!). Next you'll come to a narrow canyon, weave through the struts, keeping an eye out for the Laser Power-Up just above a strut with a Shield Ring underneath it.

The game then opens up with multiple paths which are too complex to explain here, suffice to say that, as usual, heading left is the tougher route with the most

points to win from shooting enemies.

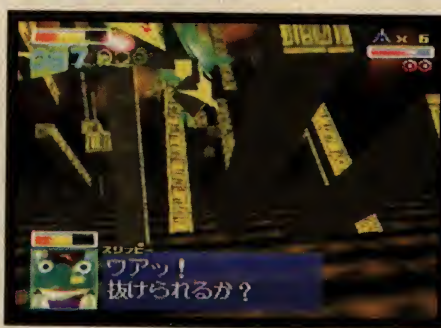
If we go with the left route, you begin with two formations of ships, one after the other, each vulnerable to a Homing Bolt for bonus points.

Another swarm of ships will spew out of a portal – take them out then veer left into another narrow canyon. Flower-type aliens are grouped here, followed by ground turrets then another group of flower-aliens – take them out with a Homing Bolt and get a Laser Power-Up. More ground turrets, then ships rocketing out of a wall portal – take them down or take evasive action!

Now more gun tanks, with a Comms Signal to add further to the

confusion. Use a Smart Bomb to clear things up – there's a lot of energy power-ups here. Watch out for fighters rocketing from a ground portal and head left again. Now you're out into the open, but it doesn't remain that way for long with a forest of columns whirling through the air.

Brake and stay calm as you weave through. The first lot move vertically, so bank on your side and



It's the old falling blocks from the Super NES version – haven't these guys got any imagination? Dodge them as soon as they land.

VENOM 1

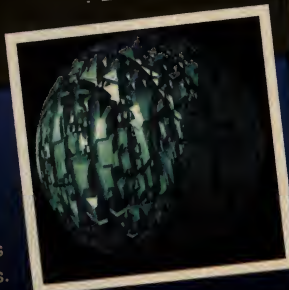
Mission Type: 3D Scroll
Medal Score: 200+

Mission Vehicle: Arwing

Mission Description: Andross' adopted home world is a wholly hostile environment with a poisonous atmosphere and dark, overcast skies.

Standard Andross Exit: Defeat the rock monster.

Special Exit: None



Supplies are short on this seriously tough level. This is one of the few decent chances to re-arm.



Players
1-4



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

shoot-'em-up
Japan

Released:
Price:

3 October
£59.99

aliens. Weird angular aliens will swarm across the screen, a perfect cluster for a high hit kill from a Smart Bomb. Another Comms Signal should sound here.

Flower Aliens will arrive in series, trying to prevent you reaching the Checkpoint Circle. Kill them to earn some Shield Ring but watch for them trying to ram you. After the Checkpoint, groups of three-ship fighter formations will swarm about – be ready with Homing Bolts or a Smart Bomb. Next you'll see more angular aliens, quickly forming up into rings. One Homing Bolt will earn a +5 hit and weaken a ring formation. A second Homing Bolt earns another +5 hit and destroys all the aliens.

Conventional fighters will attack, pay attention and you should be able to collect a Laser Power-Up. It's good preparation for Super Battleships (+5): long graceful craft with gun turrets clustered on the topside and a bridge way back at the stern. The bridge has to be taken out for the +5 hit, gun turrets provide additional points. There's two of these Super Battleships with a normal Battleship in the middle.

Another Comms Signal, then two more Super Battleships, a brief pause for some normal fighters, then three Supers in quick succession!

watch out for the Shield Ring near the centre. Next the columns will come straight at you, again keep calm and weave through.

A Comms Signal marks the end of this section watch the last columns whirl away just before the Checkpoint Circle. Your wingmen will appear to wish you luck before the entrance to Andross' palace.

Important: You can only get one medal for Venom, either route counts.



Once past all the outside dangers, it's time to enter the long dark tunnel. Sounds ominous...

BOSS



Three extendible claws reach out from the Death Ball.



When the core glows like this, get the hell out!

Boss Description: The Death Ball was probably built by three-handed aliens: it has three extendible claws and three internal energy balls which need to be destroyed at least three times to destroy it.

Boss Guide: The Boss starts by contemptuously displaying its innards – the only vulnerable spots are three pale pink energy balls slowly rotating round a central core. You must quickly and precisely shoot out all three before the Boss begins to close up. The Boss will pull back, then hurl out each of its three claws in turn. They have a mighty long reach and can easily rip off a wing: roll to avoid them. Your objective now is to destroy all three claws, which will eventually prompt the Boss to open up again.

First, however, the Boss will ripple into invisibility while loosing off a cloud of missiles. While these pack a significant punch, for expert players they are principally an opportunity to grab the Supply Rings contained within a small, but significant proportion of them. If all three claws have been shot away, the Boss will eventually open up again and once more you must shoot the three energy balls. This time a spark of electricity will indicate your success. The Boss will promptly close-up, retreat, attack with its arms, loose off missiles and disappear. Shoot off the arms again and when the Boss opens a third time, the energy balls will be a vivid red. Shoot all these and this time the Boss's attack pattern will use fighters instead of missiles.

Shoot the arms again, but this time when the Boss opens there'll be no energy balls to shoot. The core will begin glowing like an Arwing engine about to ignite – take that as a warning! Veer away to a side of the screen and prepare to manoeuvre around an intense and very lethal energy beam.

The Boss will close up again, but when it opens the next time the energy balls will have returned, albeit moving a lot faster. Destroy them and the core becomes vulnerable – hammer it as hard and as fast as possible, unloading any Smart Bombs at the same time. If you fail to destroy it, the Boss will close and deploy the purple energy beam before letting you have another crack.

The damage you've inflicted will remain, so you should certainly be able to take it down on a second attempt.



A purple energy beam will almost completely destroy you.

BOSS

Boss Description: A huge rock creature with a metallic skeleton.

Boss Guide: The corridor guarded by the rock monster begins with columns erupting horizontally through the walls. Speed up to keep with the (rather cowardly!) monster running ahead of you, and collect a Laser Power-Up on left.

Taking down the monster is relatively simple, just be careful to balance your keenness to destroy him against the need to manoeuvre around all the obstacles. To get to the monster's vulnerable heart, you must first blast away at its rock shell. You must not miss any part: his feet, legs, arms, head and body must all be smashed away before you can attack the heart sitting within a metallic skeleton.

Don't worry about time, the corridor seems on an infinite loop so be patient and accurate!



Shoot the smaller targets like the feet first.



As you reduce him to rubble, he suddenly picks up speed.



About Lylat Wars: The mid-boss on Venom will bang the walls and cause pillars to fall and strike you. Use the brakes to give yourself more room.

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turn over for
more...

VENOM 2

Mission Type: 3D Free Range

Mission Vehicle: Arwing

Medal Score: 200+

Mission Description: Arriving at Venom via Sector 6 drops the team directly on top of Andross's front door: the huge dome which also appears at the end of the Venom 1 stage. Needless to say you can't simply fly in! The surrounding battle zone features towers embossed with Andross' face and, unlike Bolse, the Star Wolf squadron won't stay away if previously defeated. Wearing bandages and eyepatches, these guys are out for revenge!

Special Exit: None.

Standard Exit: Andross.



THE GUIDE

As with Venom 1, once the points are racked up for Area 6, Team Lylat Wars will immediately be deployed onto Venom 2. There are no drones nor gun turrets. The Star Wolf team arrive promptly, dropping down from the south. Click past the brief FMV sequence of their approach: instead of watching them descend, use this time to manoeuvre around behind them in anticipation of them reaching attack altitude just above the dome. Once again, they have shields rendering Homing Bolts and Smart Bombs entirely useless.

Aside from smarter opponents, the main hazards on Venom 2 are the Andross Towers. Good positional awareness is vital: simply braking hard and making tight, banked turns will invariably slam you into a Tower, causing heavy damage.

As usual, the fighters will instantly split up to attack your squadron members individually. As before, pick out a distant fighter as

it appears on the tail of a wingman, bring lasers to bear and track it round. You should aim to get enough hits on target quickly enough to take it down in one attack. Blue Lasers will obviously make this a lot easier. Be prepared for the fighter to pull a loop as soon as it realises it's under serious attack.

Regardless of what you've thought of your wingmen before, here they're critical in distracting enemy fighters. Besides being great for setting up enemies at a useful distance, they also prevent all four fighters concentrating their fire on you – which is virtually unsurvivable.

Once two or more fighters get on your tail, the Arwing's armour can disappear very quickly indeed! As before aerial somersaults and U-turns can shake enemies and pull them into your sights, while simply braking and banking will merely amuse your pursuers.

On the positive side, if your energy drops low you can expect at least one and possibly two Comms Signal with Middle Supply Rings, usually deposited just to the south of the dome. Also, when you take down an enemy fighter, they'll often deposit a Middle Supply Ring – so never give up hope nor, for that matter, relax your guard since things can change very quickly on this level. If you do die and lose Blue Lasers, it's still entirely possible to take down the Star Wolf squadron but you'll have to be a lot more patient – fortunately



Every tower on the home planet has Andross' ugly mug carved on it.



Each Star Wolf pilot you down gives you 50 points, but this lowers the longer you take to get each one.



Use every trick in the book to get those Star Wolves off your tail. Use loop-the-loops and U-turns!



Shield rings are rare, but welcome. You get them from certain fallen enemies. Andross isn't going to give you too much help though.



As in the first game you enter a vast dome to confront Andross. This Arwing is looking a little worse for wear though.



Only true top guns will be able to claim victory over the Star Wolf team on their home turf of Venom.

each fighter has an individual energy bar and will retain damage from previous attacks on this level.

Keep calm, protect your wingmen and don't let any enemy stay on your tail for more than a few seconds!

Important: You can only get one medal for Venom, either route counts. However, on Expert Mode getting a Medal here has a special significance. See introductory text for more!



Players
1-4



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

shoot-'em-up
Japan

Released:
Price:

3 October
£59.99

ANDROSS

Mission Type: 3D Scroll
Medal Score: n/a
Mission Description: Power-up using introductory corridors, then take on Andross himself!
Standard Exit: Defeat Andross!
Special Exit: None!



THE GUIDE

If you've reached Andross through Venom 1, you'll begin by entering a long corridor with circular walls. There are purple energy barriers and doors, but the latter open with just a little laser fire and the former are mainly an opportunity for target practice. Each barrier has two generators, use a Homing Bolt to take out one for bonus points and take out the second with lasers for more points. You'll also find some very useful Smart Bombs and Laser Power-Ups along the way.

(If you've come to Andross

from Venom 2, you'll instead face a maze of corridors. If you need to power-up your lasers, go left at the first junction then turn right at every junction thereafter. If you've already got Blue Lasers, keep turning left for two Nova Bombs.)



The chatterbox is just a decoy for the real thing that lies underneath.

BOSS

Andross

Description: As in the original Lylat Wars,

Andross' vast psychic power has allowed him to reduce himself to just a giant head – although this time he's kept a pair of hands to aim psychic attacks!



With only the brain stem left, a well placed Nova Bomb will take out both eyes!

Boss 1 Guide: Andross's initial attack consists of purple electrobolts shot from either hand. To avoid their kill zone, keep high and shoot downwards into Andross's eyes. After a sufficient number of hits, he'll rub an eye with one hand, while the other rises up making a perfect target of the energy box in its palm. Attack this, then return to attacking Andross's eyes. Repeat until both hands have blown up.

Andross will now attack by trying to suck your Arwing into his mouth. Brake hard and roll away to avoid this. If you fail, Andross will chomp down on the Arwing, ripping off the wings and draining energy before spitting it out. If Andross fails to suck in the Arwing, he'll still spit out some rocks, which can be destroyed with a Smart Bomb or lasers for power-ups.

Now that Andross has lost his hands, you can attack the head directly and the monkey-mask is surprisingly easy to blast away. Beware though, after the explosions have died down, the mechanical skull will rush forward and try to smash the Arwing. Back off, then polish it off with lasers and Smart Bomb if available.

On the easy route, this victory will trigger the end sequence.

BOSS

Boss 2 Guide: On the hard route, destroying the skull

will simply expose Andross's brain and eyeballs (urgh!). You'll now find yourself in a large, circular room with 3D All Range movement. It's a good idea to retain two Smart Bombs for this moment: as soon as the FMV ends fire one directly at the brain. Just briefly the brain and eyes are clustered together – a single Smart Bomb can take out both eyes, each yielding a +5 bonus. Fire this after all the text has appeared, a second or so after the battle proper begins. The timing is a little tricky, but if you fire two Smart Bombs one after the other you should succeed.

Otherwise, the eyes will quickly shoot away from the brain and orbit on the end of long energy beams. Usually the eyes will fly in formation, but it is possible to split them apart as they have independent targeting to pursue and ram the Arwing.

The most effective technique now is to brake and manoeuvre so you can follow behind the eyes until you can bring firepower to bear on them. At this stage, directly attacking the brain will simply result in a cloud of yellow blobs being fired off at you. As long as you take your time to get into a good shooting position, the eyes shouldn't present much of a problem though.

Once the eyes have been dealt with, the brain provides a tougher challenge. It will now pursue the Arwing itself: what's more it's fast and very manoeuvrable. Colliding with it will cause a certain amount of damage, but the main hazard is getting caught in the tentacles at its base. These will grab hold of the Arwing then chomp on it for a while, massively draining energy and usually ripping off a wing or two. If this happens, keep spin-banking to activate the shields while accelerating/braking to get free.

The only vulnerable spot on the brain is the soft tissue near its base, fortunately once you get a few hits on it the rest of the brain seems to shrink exposing more target tissue. However, the brain will periodically ripple into invisibility and warp around the arena.

It's fitting that the final confront-

action should be the toughest dogfight yet, requiring lots of careful manoeuvring and patience. Keep cool and take your time, remember if you get killed you'll restart in the corridors just before Andross!

The best tactic is to be patient and manoeuvre your Arwing so that it's following the brain around. Tuck in behind, bank and brake hard and you should be able to pull its vulnerable rear section into your gunsights almost at will. A couple of hits with Blue Lasers should polish it off easily. If you're having trouble with this, accelerate until you've got a bit of distance between you, then bank to bring the brain into your sights. You'll barely have time to get a hit or two in before you should turn away – nothing's more dangerous than going head-to-head when brain tentacles can so easily crunch up your Arwing.

Once you succeed in killing Andross's brain, the Arwing will be thrown clear of Venom only to enter a space station where Fox will find his father. The old guy still has what it takes and will show Fox the only escape route. As the space station explodes behind you, keep pressing the accelerate button to keep as close as possible to Fox's dad – he's a tough old bird and won't hang around to get blown up if his son loses sight of him!

The route seems to vary each time you play, so it's essential you keep close. Take the wrong turn or simply lose too much energy and you'll lose a life, but fortunately the reset point is at the start of the escape stage rather than the Andross confrontation. Only when you get clear will the FMV end sequence begin.





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The greatest videogame of all time.
Period.



Bob-omb Battlefield

Entry Requirement: None

Location: First door on left in Main Hallway of Princess Toadstool's Castle.

Description: This course is dominated by Big Bob-omb's mountain, a large, squat peak at the western tip of a large green field. A spiralling track to its summit is distinguished by huge cannonballs which constantly emerge from holes in the side of the mountain. Big Bob-omb stands atop the mountain, looking down on the rest of the level.

According to the pink Bob-omb Buddies, all was peaceful until Bowser gave Big Bob-omb a Power Star. From that moment, their peaceful land was transformed into a terrible battlefield. If you can defeat Big Bob-omb, however, the Bob-omb Buddies might be able to help you...

Besides Big Bob-omb, the Course's principle hazard is Chain Chomp, a huge cannonball-like creature with constantly gnashing steel teeth. Chain Chomp is chained to a wooden post and guards a Star in a steel prison. Most other hazards cause relatively little damage, making this a gentle start to the challenge ahead. Players should spend time refining Mario's various moves here, so they'll be ready for more demanding courses.

ENEMIES



Fizzing Bombs

Damage: 2 Units

Attack Pattern:

These tiny critters amble about quite harmlessly, blinking their big eyes and doing no-one any harm... until they see Mario, of course. At the sight of the famous plumber, they begin fizzing with rage – instantly priming their self-destruct mechanism. They then scamper as fast as possible after Mario, before exploding five seconds later.

Guide: Approach from behind, taking care the Fizzing Bomb doesn't see Mario. Then simply pick up the bomb and throw it. The bomb's explosive nature ensures it explodes immediately upon landing. Bombs can still be picked up when primed, but their speed makes it more difficult and you have to be quick throwing them!
Reward: 1 Yellow Coin.

Goombahs

Damage: 1 Unit

Attack Pattern:

Despite their ferocious, fanged expression, Goombahs are slow-



moving and relatively harmlessly creatures. If Mario wanders too close, they become enraged, jumping up and waddling toward Mario who, if he doesn't run for it, will promptly be headbutted.

Guide: Goombahs' slow speed make them ideal for bottom-bouncing practice. Land on or fairly near a Goombah and it will promptly flatten, before disappearing. Mario can also thump or even dive onto a Goombah to kill one.

Reward: 1 Yellow Coin.

Water Bomb

Damage: 1 Unit

Attack Pattern:

These are shot from a cannon on the side of the mountain. They bounce two times before exploding into harmless bubbles, the danger is in being hit by the bouncing Bomb before it explodes.

Guide: The cannon can't be destroyed, so simply be vigilant and watch out for the shadow of the incoming Water Bomb. They can actually be useful in killing off Goombahs or Fizzing Bombs, simply



stand nearby, wait for the Water Bomb to be fired and then run!

Reward: n/a.

Chain Chomp

Damage: 3 Units

Attack Pattern:

Chomps its teeth a few times and then lunges at extremely high speed toward Mario.

Guide: Avoid or see Star 6. However, even after being freed, Chain Chomp will return to his post as soon as Mario returns to the Course.

Reward: Star 6.

Big Cannonball

Damage: 2 Units

Attack Pattern: Simply rolls about. This weapon is the exact opposite of 'smart' and won't alter its course to attack Mario, although its sheer size means it will often catch the plumber if he's not careful.

Guide: It's impossible to kill this enemy, avoidance is the only tactic!

Reward: n/a.



Big Bob-omb

AKA: Lord of all Blasting Matter, King of Ka-Booms!

Damage: (See below)

Attack Pattern: The

Big Bob-Omb isn't that bad a chap as enemies go. His only attack tactic is to slowly lumber towards Mario and, if he catches him, throw him as far away as possible. If Mario lands on the Mountain Summit, no harm is done – only if he falls off the mountain will damage be inflicted via the fall.

Guide: See Star One. After being defeated, Big Bob-omb will not return unless you select his Star when entering the world.

Reward: Star 1.

You've got to chuck this bloke off of the mountain to get the Star.



Big Bob-omb on the Summit

Objective: Vanquish Big Bob-omb on the summit of his mountain.

Guide: You start the Course on a dirt track which should be followed over two wooden bridges (the second acts like a see-saw!). Climb up some stone steps, then turn

right and go through a gap in a metal fence. (Ignore the sign by the fence – which bans visitors by decree of Big Bob-omb!) Turn right again and make your way up the mountain. Watch out for rolling cannonballs and gaps in the track. If Mario does get hit, there's a transparent heart near the top of the mountain which will restore full

energy.

At the mountaintop, you'll find Big Bob-omb, wearing a little gold crown. To defeat him, Mario must circle around and grab him from behind (using the B button), and then throw him. This must be done three times before he is defeated. Be careful to throw him only on the mountain top, if Mario throws him



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

MARIO⁶⁴



Super
Mario

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FootRace with Koopa the Quick

Objective: Get to the Mountain summit before Koopa the Quick!

Guide: Koopa is waiting for Mario at the start of the dirt track. Talk to him and accept his challenge, instantly beginning the race. Koopa The Quick is actually slower than Mario, but uses a short-cut too steep for Mario. Don't follow him, but instead use the same route to the mountain top as for Star 1 (opposite).

One nifty short-cut Mario can use is to do a backflip jump near the top, leaping onto the Summit and bypassing almost an entire loop of the track. If you get to the summit first, wait for Koopa to arrive and present Mario with a Star.



Whenever you select Star 2 from the entry screen, Koopa will appear at the start, ready to challenge Mario to a race.



Another cannon is hidden in this hole. Note the floating island is directly behind Mario in the shot.



This is how you should aim for a perfect landing on the island.

Shoot to the Island in the Sky

Objective: Collect Star from Yellow Exclamation Box on Island in the Sky.

Guide: Activate the cannons by talking to a pink Bob-omb Buddy at the start of the course. If you've defeated Big Bob-omb (Star 1) they'll activate all the Course's cannons. Now follow the dirt track over the first wooden bridge, run up the side of a large stone block and jump into the cannon

concealed within. Aim the crosshairs at the base of the island, then up as far as possible. The angle should be so steep Mario won't overshoot, but drop down on the island's edge. Alternatively, climb the Mountain to the cannon just past the Water Bomb Cannon and fire Mario from there. Simply aim slightly above the Red Coin (floating above the tree), and Mario should land there quite safely. Now simply jump into the Yellow Exclamation Block to make a Star number three appear!



off the fight is restarted with Big Bob-omb getting all his strength back! (The same happens if Mario is thrown off the mountain by Big Bob-omb.) The first time Mario grabs Big Bob-omb he's very slow, but he gets faster with each throw and is particularly quick to grab Mario when sitting down. The easiest way to defeat him is to stand with Mario's back to him, crouch using the Z-button and press B to backflip over him – ideally positioned to grab him.

Big Bob-omb is a big character, but Mario has his measure.



This is where Mario's adventure begins...

Find the 8 red Coins

Objective: Find and collect all eight Red Coins scattered across the Course.

Guide: Coins can be collected in any order, but if Mario dies then every coin you've collected is lost and must be collected again.

Red Coin 1: Above checkerboard platforms between the two wooden bridges.

Red Coin 2: Above green rock before Chain Chomp.

Red Coin 3: Above wooden post by Chain Chomp.

Red Coin 4: Underneath stone bridge near steel fence at bottom of mountain.

Red Coin 5: At base of mountain. (Go through gap in steel fence and turn left. Run up grassy slope to collect coin.)

Red Coin 6: Above tree on Island in the Sky.

Red Coin 7: Training Post Ground – turn left after crossing See-Saw Bridge.

Red Coin 8: Training Post Ground – turn left after crossing See-Saw Bridge.

When you've got all 8 coins, the Star will appear between Coins 7 & 8.



Here we see Mario under the stone bridge with the fourth Red Coin just behind him. The Purple exclamation switch opens the door.



Here you can see the first two coins.

About Super Mario⁶⁴: This will no doubt be the largest playing guide in 64 SOLUTIONS, until Zelda arrives!

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more...



Mario Wings to the Sky

Objective: Collect five Special Coins floating by the Island in the Sky.

Guide: Although it is possible to use the Cannons alone to collect all the coins, it is considerably easier if Mario can fly using his Wing Cap. Conveniently, there is both a cannon and a Red Exclamation Box on the Island in the Sky, so you can launch from there, pick up a few Coins and then land before the Wing Cap runs out.

Each Special Coin is surrounded by a circle of eight, identical-looking Yellow Coins.

Once the Special Coins have been collected, the Star appears in the Training Post area, just after the See-Saw Bridge.



After making one pass on the special coins, Mario returns to the floating island for the cannon to launch him on another coin-hunting sortie!

Behind Chain Chomp's Gate

Objective: Free Chain Chomp.

Guide: Chain Chomp is chained to a wooden post which must be pounded into the ground to free him. To do this, Mario must jump onto the post and then bottom bounce it three times. Chain Chomp won't understand what Mario is doing and will constantly attack during this procedure. Great accuracy is needed and it's a good idea to practice in the Training Post Ground just past the See-Saw Bridge.

If Mario takes a lot of damage, retreat and collect coins to restore full energy. Once you succeed, Chain Chomp will smash in the bars protecting the Star and then head off to the hills. The Star is too



high to be reached with a normal jump, so stand with your back to it and press Z to crouch, then press B to backflip and collect the Star.

Chain Chomp provides a ferocious introduction to the course, but you don't have to take him out, just free him.



The Yellow coins are scattered all over the place on the first course and this is an objective for every level of Mario 64.



Collect 100 Coins

Objective: Find and collect 100 Yellow Coins (or equivalent).

Guide: Since so many of the Coins are floating in the sky, you really need the Wing Cap to have a chance. You should also choose Star 3 or higher, since Star 1 deactivates the Cannons and only after Star 2 does Small Koopa appear with his 1 Blue Coin.

Maximum Coin Score: 117 Yellow Coins (or equivalent)

- 23 Yellow Coins on the ground.
- 45 Yellow Coins in the sky.
- 6 Yellow Coins hidden inside Crates.
- 22 Yellow Coins from defeated enemies.
- 1 Blue Coin (5 Yellow Coins) won by defeating Small Koopa.
- 8 Red Coins (16 Yellow Coins) located as above (Star 4).



My secrets!

1. After beating Quick Koopa to the Mountain Top, Small Koopa appears just before Big Chomp. He will run away from you, but if you successfully bottom bounce him you can surf on his green shell. If you then run over Small Koopa, you earn a Blue Coin.

2. Throughout the game, if Mario runs around a wooden post three times, five coins will magically appear.



If Mario runs around a wooden post three times, five coins will magically appear.

Warp out!

[Each warp is a two-way corridor, so 1.1 takes you to 1.2, and 1.2 takes you back to 1.1! Remember, you must be moving slowly for the warp to take effect.]

1.1: After crossing the first brown bridge, leap over the fence on the right and walk into the centre of the yellow flowers.

1.2: After crossing the See-Saw Bridge, walk straight on to the first yellow flower bed in this area [between a sign post and red exclamation box].

2.1: On the sides of the Mountain there are small caves from which appear large cannonballs. In the centre of the first one is a warp (don't worry about taking your time, when you enter the cave cannonballs automatically stop appearing).

2.2: As above, but in the second cave near the Mountain's Summit.



There is a secret warp in this flower patch that takes you across the level.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99



Whomp's Fortress

Entry Requirement: 1 Star

Location: Second door on right in Main Hallway of Princess Toadstool's Castle.

Description: A large grey and brown fortress floating in the sky, surrounded by three rotating green platforms, with a long, hazard-strewn spiralling path to the top.

It's all a monument to paving stones, those things used to build houses, even roads to be driven on, yet no-one ever says thanks. Big Whomp, a huge ambling slab of concrete, would probably like you to think he was the main hazard – he aims to crush Mario just for fun – but in fact the main danger is really the sky below. Lose your footing in the wrong place and Mario will quickly fall to his doom! Whomp's Fortress is also one of the most notable 'changeling' courses. Defeat Big Whomp and a large tower will appear at the top of the fortress!

Chip off

Whomp's Block

Objective: Defeat Giant Whomp at the top of Whomp's Fortress.

Guide: To bypass the first hazard (moving blocks and platforms), stand on the grass by the corner of the stone wall. Do a backflip onto the concrete wall and walk up it. Turn left and slowly tiptoe toward the sleeping Piranha Plant. If Mario moves quickly, or gets too close, the Piranha Plant will awake and attack. However, if sleeping the Piranha Plant can be defeated by a single punch at close range. Follow the path around and tiptoe on the narrow ledge to a second Piranha Plant. There's a rotating wood platform before Mario. The trick is to walk quickly but carefully to the circular end, about which it rotates. If Mario is too slow, the stone section on the right will push him off. Walk from the centre over to



Backflip here to avoid the nasty moving blocks.

ENEMIES

Piranha Plant

Damage: 3 Units per bite!

Attack Pattern: The Piranha Plant dozes until woken by loud footsteps, it then attacks ferociously until the visitor retreats.

Guide: Approach very slowly, on tiptoe, then attack when close-up.

Reward: 1 Blue Coin

Blue Thwomp

Damage: 3 Units per flattening!

Attack

Pattern:

Simply

moves up

and down grunting with each!

Guide: Avoid! Mario can easily run underneath the Thwomp before it lands.

Reward: n/a

Smiling Bullet

Damage: 3 units

Attack Pattern:

Appears from square housing when Mario moves in front of it. Slow moving, but does alter its course toward Mario.

Guide: Avoid!

Reward: n/a.



Giant Whomp

Damage: 3 units per crushing!

Attack Pattern: As for normal Whomp.

Guide: As for normal Whomp, but requires three hits instead of one to make Giant Whomp accept defeat and become just another stepping stone on Mario's quest to free the Princess!

Reward: Star 1.

Whomp

Damage: 3 units per crushing!

Attack Pattern: Walks slowly toward Mario, briefly pauses and then falls forward crushing anything underneath him.

Guide: Wait for the pause, nip smartly to the side and bottom bounce fallen foe! Alternatively, manoeuvre under his mouth and jump through it as he falls – this really works but you have to be precise.!

Reward: 3 Yellow Coins.



the other side. Mario'll need meet a Small Whomp, although even it is substantially bigger than Mario. Although Mario can simply run around him, defeating the Small

Whomp is good practice for Big Whomp. Both attack by slowly moving toward you, then quickly falling down in an attempt to crush Mario. You must wait until the Small Whomp stops walking, pausing for a second before falling. During this pause, sidestep the Whomp and when it falls over, bottom bounce it once to defeat him. Mario'll now meet a second Small Whomp, after which there's two rotating checkerboard platforms which Mario can use to reach the top of the Fortress. Mario'll have a quick chat with Giant Whomp, and then the fight begins.

Besides being careful not to be flattened, watch out for being pushed off the Fortress or accidentally walking off when Giant Whomp obscures your view. If Mario does fall off, Giant Whomp's strength will be restored to full.

To the Top of the Fortress

Objective: Go to the top of the Fortress.

Guide: Follow the same path to top of the Fortress as for Star 1. Now that Giant Whomp has been defeated, a small tower has appeared. Watch out for the Smiling Bullets fired by a steel block and jump onto the first tower platform. Now make you way around and up. The second, fourth and sixth platforms are constantly moving into and out of the tower, so be careful with them. The final platform acts like a lift, carrying you to the top of the Tower where you can collect Star 2!



The tower can seem daunting at first...



This lift takes Mario to the top in style. Another Star gained.

About Super Mario⁶⁴: There are many stars per level, but you must select which one you are going for to have any effect on the level when you enter it.

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About Super Mario⁶⁴: You can use an owl to carry you through the end of the Caged Island section by grabbing onto its feet.

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Shoot into the Wild Blue

Objective: Use Cannon to get to Star hidden on small platform on left side of platform.

Guide: Backflip onto the stone pathway as before, but go left and across shallow pool of water. Now go down slope and talk to pink Bob-omb Buddy to activate Cannon. Before jumping into the Cannon, walk past the Bob-omb and look at the Star which is above the bottom brown brick platform ahead. Now jump into the Cannon. You won't be able to see the Star, so aim just below the point where the flagpole emerges from the top brown platform. The cursor triangles should line up with the flagpole and brick platform, with the middle area targeted at the brick. With gravity's pull, you should arrive just on top of the middle platform and grab hold of a short stone pole. Slide down this onto the bottom platform. Be careful when dismounting the pole not to run off the edge! Carefully collect Star 3 to finish this challenge.



Precision aiming is vital, as there's only a very small area for Mario to fly through and grab the pole.

Red Coins on the Floating Isle

Objective: Find and collect all eight Red Coins

Guide: Coins can be collected in any order, but if you die then every coin you've collected is lost and must be collected all over again.

Red Coin 1: Above Concrete Moving Block.
(From the start, follow the dirt track. Either jump over or go around the first Moving Platform and then jump to collect Red Coin which is inconveniently floating above the second Moving Block.)

Red Coin 2: Above Second Blue Thwomp.

[Back-flip onto Stone path and go up so you're above the nearest Blue Thwomp. Go down a step and stand with your back to Thwomp. When it's on the ground, backflip so you land on top of it. Now jump up to collect Red Coin.]

Red Coin 3: Behind Piranha Plant.

[Backflip onto Stone path as normal, now grab third Red Coin from behind Piranha Plant.]

Red Coin 4: Narrow Ledge between the Piranha Plants.



The isle's rotation makes jumping tricky here. You must get that Red Coin on the third platform. If you miss, you may fall right off the map.

Fall onto the Caged Island

Objective: Collect Star from inside Caged Island floating near the top of the fortress.

Guide: After you've collected Star 2, the tree where you start will contain an owl. If Mario climbs into the tree, the owl will fly out and complain about being woken up. If Mario jumps up, using the owl's shadow as a guide, it will catch Mario and fly upwards. You must hold down 'A' as long as you want to be carried, release it to fall. You can gently guide the owl's flight path, but be careful, after a while it will tire and drop Mario. Be careful timing Mario's fall so he lands exactly on the island – wait until your shadow appears inside the cage and then instantly release 'A' to fall and collect the Star.



Travelling by owl is a great way to go sight-seeing.



It's a long trek back to the start to collect the Star from beside the signpost.

[Follow normal route and collect Red Coin from narrow ledge.]

Red Coin 5: Rotating Wooden Platform.

[Follow normal route to rotating platform. Stand on its tip as it rotates backwards to collect Red Coin.]

Red Coin 6: Stone Slope.

[Backflip onto Stone path, turn left and go into Shallow Pool. On the right, there's a steep stone slope.

You need to run up and jump to grab a floating Red Coin. It takes a bit of practice, but on the second of two jumps you can do it.)

Red Coin 7: Floating Brick Square.

(Go up to the top of the Fortress. Jump and kick to knock vertical wooden plank over so it forms a bridge to Floating Isle. Walk over and collect Red Coin.)

Red Coin 8: Third Floating Isle.

(As for Red Coin 7, but leap from Floating Brick Square to first Rotating Green Isle and from there to Second and finally third Rotating Isle.)

The Star will appear near where you begin the course.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99



The cannon is essential to collect this Star as you need to be catapulted into the air.



Use this screenshot to judge where to fire the cannon once you're inside. The top of the bottom cursor should rest on the top of the wall.

Blast Away the Wall

Objective: Smash away part of a wall to reveal a Star: using a cannon and Mario as the bullet!

Guide: Backflip onto the stone pathway as before, but go left and across shallow pool of water. Now go down slope and jump into the Cannon. Aim right so you see the rotating wooden platform. Place the cross-hairs

carefully at the corner of the wall furthest away from you. Aim with the bottom-tip of the cursor on the top edge of the wall. Mario should shatter the corner, revealing a Star. You can collect the Star either by shooting Mario at it with the Cannon, or by simply climbing back up the mountain to the rotating platform. The Star will be easily visible and can be collected by simply walking over to it.



If you don't want to use the cannon for a dramatic Star collection, you'll have to use this route.



That's it Mario crawl around in the dirt like the dog you are! Play with the pretty butterflies.



Plenty of coins to grab at the start of the level. Don't miss any.

Collect 100 Coins

Objective: Find and collect 100 Coins (or equivalent).

Guide: As always, the method for collecting the 8 Red Coins (Star 4) is a good starting point. It's also useful to select Star 4 when starting since the owl will be available to help out!

Maximum Coin Score: 141

- Yellow Coins (or equivalent)
- 48 Yellow Coins out in the open.
- 16 Yellow Coins on floating platforms
- 8 Red Coins (16 Yellow Coins) located as above (Star 4).
- 4 Blue Coins (20 Yellow Coins) hidden in Blue Block
- 6 Yellow Coins hidden inside Crates.
- 35 Yellow Coins won by defeating enemies.



Lots of coins to be had from smashing Whomps. Just look at that impact mark.



Alright Mario, how's it going. Got any skins? No. There's a surprise. Better get that Red Coin then hadn't you?



My secrets!

See owl mentioned in Star 5.



Use the owl to get to one of the early level secrets.

A bit extra!

1. In the last but one flower garden near the start – simply walk around for it to appear.
2. On the rotating wooden platform – you must stand on the outer edge as it rotates.
3. On the observation pole – Mario must perform a handstand for it to appear.



The rotating platform allows you to get an extra life on the outer edge.

Warp Out!

[Each warp is a two-way corridor, so 1.1 takes you to 1.2, and 1.2 takes you back to 1.1! Remember, you must be moving slowly for the warp to take effect.]

- 1.1 On the large stone platform before the steps and the two blue Thwomps there's a Green Exclamation Box. Near this, right in the corner between the stone wall and the fence there's a warp.
- 1.2 On the platform with the flagpole, beside the small Whomps, go to far corner – the one on the edge of a very big fall! Walk slowly into this corner for the warp.



Star Trek style beaming helps our Italian stallion to jump around the course



Jolly Roger Bay

Entry Requirement: 3 Stars

Location: First door on the right in main hallway of Princess Toadstool's castle.

Description: Jolly Roger Bay is a mysterious and spooky place. Despite the Bay being entirely enclosed within a large cavern, there's a Sunken Ship resting at the bottom of the Bay. Perhaps the Bay's entrance was sealed off after the Cap'n scuttled the Ship and set his numerous booby-traps. Certainly, unlike King Bomb and Giant Whomp, the Cap'n never bothers to make an appearance to defend his Course. Aside from warning notices, the Cap'n remains content to remain in the shadows. Instead, the main hazard is a huge and monstrous Moray Eel, a beautifully animated creature with spooky green eyes and a very nasty bite!

Plunder in the Sunken Ship

Objective: Collect all the treasure within the Sunken Ship to earn the first Star... and raise the ship!

Guide: Jump into the water and swim forward, while also diving down. Right at the bottom of the Jolly Roger Bay you'll find the Sunken Ship. The only entrance – a broken cabin window – is guarded by a huge Moray Eel. After seeing the Eel, you should swim away, possibly returning to the surface to restore Mario's energy. Now dive down again and the Eel should have left its lair. Mario can now enter the Sunken Ship through the broken window.

Inside the Sunken Ship are four Treasure Chests which, if opened in the correct order, give Mario an oxygen bubble. Opened in the wrong fashion, they give Mario a nasty electric shock (draining one Energy Unit). Fortunately, at the bow of the ship there's a pocket of air which can be used to restore Mario's energy if any mistakes are made. The first Treasure Chest to open is the one closest to the stern (the rear of the ship). Now move backwards and open the



The eel looks terrifying, but really he's quite shy and won't come out if Mario's close.



Moray Eel

Damage: 3 Units per touch or toothy bite!

Attack Pattern: This huge creature will only react to Mario when in its lair. Once out in the

bottom of the Bay and will totally ignore Mario. When lurking in the Sunken Ship, seeing Mario will lure the Eel out into the open – but Mario must first retreat

out of view. The only time the Eel will actually attack Mario is when the creature's being lured out of its sea cave (Star 2). The Eel's bite drains 3 Energy Units, which is the same as the penalty for any contact with the Eel, whatever it's doing.

Guide: Avoid!

Otherwise, see Star 1 & Star 2 for tips.

Reward: 1 Star (see Star 2: Can The Eel Come Out To Play).



Clams

Damage: 3 Units per bite

Attack Pattern: The only lethal part off the Clam is its top half when opening or closing. Simply touching this will lose Mario energy.

Guide: Clams stay open for about six seconds – as long as Mario is quick grabbing their contents is easy.

Reward: 1 Red Coin.

Can the Eel Come Out to Play?

Objective: Tempt the Eel into leaving its new lair and collect the Star from its tail!

Guide: Now that you've raised the Ship, the Eel has found a new lair in an underwater cave near where the Ship used to be. By the time you've found the Eel, Mario will have used up a lot of oxygen so it's a good idea to top up on oxygen before beginning to 'play' with the Eel.



The safest way to lure out the Eel is to simply swim right next to the cave opening and hold still. The Eel will try to snap up Mario with its jaws, so stick as close as possible to the wall where it can't touch Mario. After snapping around a little, the Eel will slowly emerge from its lair. Remember, any part of the Eel is dangerous (3 Energy Units per touch) so be careful how Mario approaches it. After swimming about a bit, the Eel will return to its lair and you must lure it out again.

The Star is easiest to grab just as the Eel is emerging, although this requires careful timing. Once out in the open, the Eel's movement is difficult to predict, while the snapping of its tail and Mario's constantly draining oxygen supply complicate things further. If you decide to grab the Star in the open, don't follow the Eel but instead approach from above and dip down just as the Star passes below – since you're not chasing to keep up, this gives you much more freedom in timing your attack.

Once touched, the Star will whizz off to float just outside the Eel's lair.

Approaching from this angle is difficult, but you must get that Star from the eel's tail somehow.



It is quite a job trying to leap up to this point to get the exclamation box. One mistake and you usually slide all the way to the bottom.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

Treasure of the Ocean Cave



Watch out for Goombahs and falling stalagmites.

Objective: Find and open all the Treasure Chests inside Ocean Cave.

Guide: In the deepest part of the Bay, where you found the Sunken Ship and the Moray Eel, there's the entrance to the Ocean Cave. Eight gold coins are arranged in a circle just at the entrance so it's quite easy to find. Swim up the entrance and you'll find a large pocket of air which fills up most of the Cave. Stay in the water and poke Mario's head up so his energy returns to maximum before beginning to explore.

Unfortunately, the Cave isn't too stable and large, towering stalagmites will fall over whenever Mario gets close to one (if they hit him, they'll drain 3 Energy Units). There are also Goombahs, which are a useful source of Coins and Energy.

At the end of the Cave, the Cap'n has placed four Treasure Chests. As with Star 1, they're booby-trapped so opening the wrong one will give Mario an electric shock. The correct order is to begin with the middle Chest closest to the wall. Next open the Chest on its left, then the one on the furthest right and finally the other middle Chest. The Star will now appear at the centre of the four chests. If you make a mistake, and must begin the sequence again, you can restore Mario's energy by collecting some of the eight gold coins in a circle on the right of a rock mound just before the Treasure Chests. Also, on the right of the Cave's entrance there's a Blue Coin Box.



Red Coins on the Ship Afloat

Objective: Find and collect all eight Red Coins

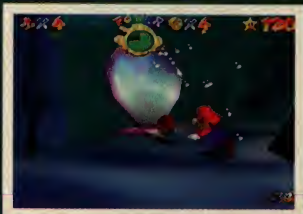
Guide: Coins can be collected in any order, but if you die then every coin you've collected is lost and must be collected again.



The first clam couldn't be easier to find.

Red Coin 1: Inside Clam 1. (Dive down and the first Clam on the left has a Red Coin inside it. Simply wait for it to open and swim across it.)

Red Coin 2: Inside Clam 2. (Almost directly to the right of the first Clam, but a lot nearer the surface on a rock ledge, there's a second Clam. Collect its Red Coin as above.)



The clam containing Red Coin 3 is easily missed.

Red Coin 3: Inside Clam 3. (In front of Claim 2, and beside a rock needle which pokes out of the water, there's the third Coin-containing Clam.)



Red Coin 4 is surrounded by seaweed.

Red Coin 4: Inside A Clam 4. (At the deepest part of the Bay, near where the Sunken Ship was, is fourth and final Coin-containing Clam.)

Red Coin 5: Beside pink Bob-omb Buddy. (On the right of the Bay, there's



Getting on top of the ship's cabin isn't as easy as it seems.

a stone platform where the Bob-omb Buddy stands. Beside him there's a rock spire. Simply swim over to it, climb up the spire and do a handstand to collect the Coin – to do a handstand, stop near the spire's top and then simply push up on the joystick.)

Red Coin 6: Above the Ship's Bow.

(Close to the Ship is a large Stone Platform. To get on it, swim around to the side furthest from the Ship where there's some sand. Mario should stand with his back to the Platform, press Z to crouch and then A to backflip on top of the Platform. By standing on a large Purple Exclamation Square, Mario will cause three wooden platforms to magically appear, linking the Ship with three planks and the Platform. The wooden platforms will disappear



Precision is as important as speed here.

after about 12 seconds, so Mario must move fairly quickly to get on the Ship – a normal jump from the last wooden platform will get him aboard. Red Coin 6 is at the bow of the Ship and is collected by simply jumping up – remember, the Ship is rolling in the current and the height of the Coin above the Ship's deck will vary accordingly.)

Red Coin 7: Above the Ship's Stern.

(After collecting Red Coin 6, go to the other end of the Ship and carefully jump onto the narrow barrier which runs along the side of the side. Tiptoe until Mario is standing as close as possible to the cabin, with his back angled toward the centre of the cabin. Perform a backflip to get on top of the cabin and collect the Coin.)

Red Coin 8: Above the Ship's Stern.

(As for Red Coin 7.)

The Star will now appear right at the tip of the Ship's stern and is easily collected with a regular jump.



Bob-omb Buddies help Mario throughout the game.

Blast to the Stone Pillar

Objective: Collect a Star from the ledge on the left of the canyon, using a Cannon and gymnastic skill from Mario!

Guide: From the start, walk along the right as far as possible, then swim to the rock spire. Climb up and leap from it to the small Stone Platform. Now chat to the Bob-omb Buddy to activate the Cannon on the other side of the Bay, near the start. Swim over to the Cannon, jump in and aim at the furthest left stone pillar of a group of three – the one nearest the wall. Aim so that the top of the aiming cursor is lined up with the furthest, nearly invisible top of the wall, with the centre on the spire, of course. When you fire, Mario should catch hold of the top of the spire. Now turn Mario's back to the ledge and press A to leap backwards onto the ledge. Jump up to the Yellow Exclamation Box to reveal a Star!



The cannon is conveniently close to the start.



Duplicate this view for a successful launch!



Carefully guide Mario during his leap to the ledge.

About Super Mario 64: Use our handy screenshots to show you exactly where to place cannon shots.

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turn over for more...

Through the Jet Stream

Objective: Collect the Star suspended in the bubbling jetstream.

Guide: At the bottom of Jolly Roger Bay, a Star floats above a metal grate through which comes a constant bubble stream. This current is too strong for Mario to swim through, so you need the Metal Cap power-up. Once the Green Switch has been activated, this objective still isn't



No time to admire the Metal Cap, speed is critical for this Star.



Some players may find the bridge useful at the start.



The eel circles menacingly, but it won't attack you because of the armour of the Metal Cap.

easy. Ignore the Green Exclamation Box at the start, this power-up will run out before you can reach the Star. Instead swim over the Stone Platform by the Ship. Get the



Metal Cap from the Green Exclamation Box and run and jump into the water. The Metal Cap will pull Mario to the bottom, if he hits a wall, jump forward to let gravity continue pulling him down. Now run and jump to collect the Star. The Metal Cap soon runs out, imposing a tight time limit, so you might have to make several attempts before achieving success.



My secrets!

1. The second clam you see, after diving in the water at the start, contains a Green Shell which provides Mario with some brief jet propulsion!



The second clam has a green shell inside – it gives you jet propulsion!

A Bit Extra!

- 1.** Before entering the Course 3 painting, turn around and you'll see two niches high up on walls either side of the entrance door. The right one is the entrance to the Secret Aquarium (see Castle Secret Stars). The left one contains an extra life.
- 2.** Collect some Yellow Coins outside Ocean Cave and extra life will magically appear.
- 3.** At the top of the middle stone pillar.



Backflip up here to collect an extra life.



Ocean Cave's entrance provides another extra life.

- 3 Yellow Coins won by defeating enemies (Ocean Cave's Goombahs).
- 6 Blue Coins (30 Yellow Coins) in Ocean Cave's Blue Block.
- 8 Red Coins (16 Yellow Coins) located as above (Star 4).



Collect them all in order to get that magical 100 Stars. This is a good Star to go for once you've explored the level before thoroughly.



Ocean Cave's coin box is vital if you want to make the 100 coins and get that Star.



Don't forget the Red Coins on the ship.

Collect 100 Coins

Objective: Find and collect 100 Coins (or equivalent).

Guide: To ensure you can collect the two Red Coins above the Ship's cabin, don't select Star 1 when attempting this. Star 4 provides a good beginning for this Star.

Maximum Coin Score: 104 Yellow Coins (or equivalent)

- 28 Yellow Coins on the ground.
- 24 Yellow Coins in the water.
- 6 Yellow Coins hidden inside Crates.
- 3 Yellow Coins in Yellow Exclamation Blocks.



Cool, Cool Mountain

Entry Requirement: 3 Stars

Location: Second door on the left in the Castle's main hallway.

Description: A large snow-covered mountain suspended in the air with a broad, fun Snow Slide spiralling from top to bottom. A long, narrow Ice Slide provides a narrower, trickier descent – connecting log cabins at the summit and foot of Cool, Cool Mountain. As with real mountains, getting down is a lot easier than getting to the top – careful exploration is needed to find a way back to the start.

Snowy climes provide a bizarre cast of new characters, including three different types of snowmen, but the most impressive creatures are a family of penguins! The squawking of a perennially lost baby penguin begins each visit, while later on a much bigger penguin proves its skill on the ice slide.

For the first time, a Course's main characters are friendly to Mario with snowy conditions, hidden areas and tricky jumps providing the main hazards.

This is Mario's first trip to snowy climes in this adventure and his plumber's outfit certainly lets in the cold. On some other Courses, Mario will yawn and eventually fall asleep if left alone. On this course, he crouches down and rubs his hands together to keep warm! However, there are some advantages of playing on snow: whatever distance Mario falls, if he lands on snow it will cushion his impact so no energy is lost.

Slip Slidin' Away

Objective: Enter the Cabin and ride the Ice Slide to the bottom.

Guide: As soon as you enter the Course, text appears urging you to enter the Cabin immediately before you. Jump in the chimney and you'll find the Cabin has but a single room before a very long drop. The first thing to do is to walk to the edge of the room and then zoom

ENEMIES

Flower Head

Damage: 2 Units per hit

Attack Pattern: These creatures tend to be strictly confined in a certain zone within which they often follow preset movement patterns. If they see Mario, they will move toward him but

they're not very fast.

Guide: Although it's possible to punch a Flower Head, it's not easy to time it. Far better to jump on their heads – which has the side-effect of propelling Mario into the air, whirling about with his arms outstretched. He



When hurtling down the ice slide, watch out that the bumps don't knock you off the side!

out the perspective as far as possible. This will let you see more of the course and give you more time to react.

For this Star, time doesn't matter so remember you can vary the speed of your descent: push forward to go faster, pull back to slow down. Another tip is to always approach corners from the furthest

will then slowly float downward. This whirling descent is controllable and can be very useful in certain circumstances.
Reward: 3 Yellow Coins

Pop-Up Snowman

Damage: 1 Unit per snowball, 2 Units for direct contact.

Attack Pattern: Pops out of the snow without warning, then begins to lob snowballs. Since the Pop-Up Snowman can't chase Mario, he's not that dangerous unless you get into a fight – not advisable since he's



indestructible.

Guide: Avoid!
Reward: n/a.

Jumping

Snowman

Damage: 2 Energy Units.

Attack Pattern: None.

They simply patrol up and down paying no attention to Mario.

They're also quite indestructible.

Guide: Carefully time a run for when the Snowman's jumping upwards.

Reward: n/a.



side, giving you more time to make the turn. Making one corner isn't that difficult, people usually get caught out by the next corner which follows faster than they expect. You must learn to anticipate this and don't forget to slow down if things are getting tough.

The course is laid out like this: A slow right turn begins the slide, then a long stretch downward into another shallow right turn, quickly followed by a tight left turn running into a tunnel section leading to a gentle left turn. The next, tight right turn is tricky and you can easily oversteer to the right and bounce off, fight to stay in the middle. Now a long straight with lots of coins leading to tight right turn (don't oversteer), a gentle right and then left into another tunnel which turns sharp right before the narrow icy



Reach the end of the slide and Star 1 whizzes outside. Another one to add to the tally.

strip to the finish (line yourself up for that carefully!).

If you're still having trouble with the course, you might like to practice on the Princess's Secret Slide. But if you're really desperate, you might also consider a cheat revealed in Special Information!



Jump into the cabin for a challenge. You must get down the perilous ice slide without falling off to win a Star.



Yes, you've got the Star, but hang on a minute, what's that large hole in the ground over there? Better check it out Mario.



Jump off the cabin to reach the bawling Penguin. **STOP THAT RACKET!**

Li'l Penguin Lost

Objective: Reunite Baby Penguin and Mother Penguin.

Guide: If you've got the sound on, you'll no doubt have heard the pitiful wailing of the Baby Penguin which is panicking at the top of Cool, Cool Mountain. Jump onto the Cabin's chimney and then up beside Baby Penguin. Pick up Baby

by standing beside it and pressing B. Now you have to get down the Mountain. Moving left will cause Mario to start sliding – don't worry, use the sliding skills you picked up for Star One to navigate a rightward, downward spiralling track.

Watch out for a sharp left turn, but if you don't do anything you'll



Ahhh, isn't it cute? If only it would shut up. Perhaps if you took it somewhere?



The bridge is the toughest part of the journey because of the two bouncing snowmen.



"Cheers" The momma penguin is ecstatic if you bring her baby back to her.

be all right. This will take you down to a wooden bridge patrolled by two jumping Snowmen. These can't be thumped or bottom-bounced, so avoid them. Watch how they move. They each patrol one half of the the bridge. Wait until the nearest Snowman has turned and is coming toward you – when it's close, time your run under his next jump. If Mario gets hit, he'll lose two Energy Units and Baby Penguin will be free. Pick him up using B and carry on. A wooden track will take Mario down to a snowy ledge. Walk down this and watch out for a surprise Pop-Up Snowman, as well as Mr Flowerhead. Walk down the final wooden section and go around to Mother Penguin. While holding Baby Penguin, talk to Mother Penguin who'll give you a Star as a token of her eternal gratitude.

Big Penguin Race

Objective: Race World Champion Penguin Sledder down the Ice Slide!

Guide: Jump into the Cabin's chimney. Remember to set your

perspective to maximum zoom out before talking to Big Penguin who will challenge you to a race. Now it's a straight race to the finish. Don't use the Secret Tunnel Cheat (see Special Information),



Big momma penguin challenges you to a race down the already-familiar ice slide. If you win, it's another Star for you.

Frosty Slide for 8 Red Coins

Objective: Find and collect every Red Coin.

Guide: Coins can be collected in any order, but if Mario dies then every coin you've collected is lost and must be collected again.

Red Coin 1: Above tree at start.

Red Coin 2: On Cold, Cold Crevasse ledge below icy blue mountain face.

(When sliding from the mountain

top, watch out for the snowy bridge running beside the blue mountain face. There are wooden fences either side and five Yellow Coins. Mario can leap over on the right to get to it (jump over the fence toward where the right, grey mountain wall meets the blue mountain face). Alternatively, use the Cannon (see Star 6) to shoot Mario onto the ledge. Another option is to simply to walk off the broken bridge to the right of the start – it's got a sign by it warning of the Cold, Cold Crevasse. Mario'll automatically slide down to the ledge, but watch out for the bridge obscuring your view as Mario lands on the ledge. It's easy to slide straight off, so be ready to turn and/or jump to stop Mario. The Red Coin is behind an icy column beside a Yellow Exclamation Box with an extra life in it. Once you've collected the Red Coin, the



Aim here for a tricky return to the Col, Cold Crevasse.



A tough leap, but this is where Star 4 will appear.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99



Mario is a lot faster on the straights...

Big Penguin will know and disqualify Mario. To win, you must follow a good racing line, but you don't need to constantly keep the joystick pushed forward for maximum speed. It's a good idea to get a good, early clean lead however, Big Penguin isn't above using his size to 'accidentally' bump Mario off the slide when overtaking! Remember, you can practice on the slide alone by refusing Big Penguin's challenge. Reread the Star 1 guide for how



...**But** cornering takes time to master. Push left slightly to avoid being dragged off the slide.

the course runs and learn the best racing line.



What's worse is that the momma penguin streaks straight into the lead. Unfair!



Red Coin 4 is very sneakily hidden down here.

safest option is to drop off the ledge to the left. Alternatively, Mario can jump to the right and the ledge with the Blue Coin Box, but this is very tricky!

Red Coin 3: Beside wall just before Snowman Head and Rope Bridge.

Red Coin 4: At the top of Rope Tram.

(Simply explore to the right of Rope Bridge and the Snowman Head.)

Red Coin 5: At the end of the Broken Rope Bridge. (After crossing the Rope Bridge, explore to the left.)

Red Coin 6: Above the tree by the bottom cabin.

Red Coin 7: On the platform between two bridges to the right of the bottom cabin.

Red Coin 8: At the corner to the

right of Red Coin 7.

The Star will now appear half-way up the mountain. There's a yellow-white section just off the main slide with a Blue Coin Box. On a ledge off this there's now Star 4. But climbing back up there along the slide is impossible, so how is it done? There are three options:

1. Use the Rope Lift to get back up to Snowman's Head, then across the Rope Bridge and run onto the Broken Rope Bridge and long jump onto the other half of the Broken Bridge. (This is tricky, but good practice for later on.)

2. Use the Cannon beside Snowman's Head to shoot yourself to the Red Coin 2 Cold, Cold Crevasse. (Also rather tricky!)

3. Use the secret warp beside Red Coin 7 to magic Mario back to the top of the mountain. The warp is located near the end of the bridge, in the middle. Remember Mario must be moving slowly for the warp to work. Now slide down as normal, but be ready to jump right just as the slide makes a sharp turn to the left. Mario should now be on the yellow-white slope with the Blue Coin Box. The Star appears above a ledge a little below the slope, but you should still be able to easily see and collect it.



Not many people would think of looking here.



A precise long jump will get Mario across this broken bridge.



It's worth pausing to plan before you go here to get the snowball moving.

Snowman's Lost His Head

Objective: Guide Snowman's Body to Snowman's Head.

Guide: From the start, jump onto the Cabin's chimney and then up onto the mountain. Go down to the wooden platform where there's a large snowball – this only appears at this point and wasn't there for previous Stars. Unlike Koopa or Big Penguin, there's no option to decline the coming race. As soon as you get near the Snowman Body, conversation begins after which it starts its downward roll – so be prepared and try to be in front when you touch the Snowman Body. It moves quite quickly, and will happily roll over Mario at a cost of three Energy Units, so it's tempting to simply jump over the side of the bridge and land near Snowman's Head. Sadly, this just doesn't work. Instead, race in front of the Body then stand behind the Head so as the Body rolls toward Mario it hits the Head first. The Body will then jump under the Head, merging the two and creating a new Mr Snowman who'll reward Mario with a shiny Star.



It's a breath-takingly fast race to the bottom.



Stand behind the head to guide the body.



It'll take some practice but you will succeed.



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About Super Mario⁶⁴: Re-unite the snowman's body with his head – it ain't easy!

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About Super Mario⁶⁴: You certainly get your money's worth out of the ice slide – you have to go back three or four times!

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Jump from here to reach the Bob-omb Buddy and have a quick chat.

Wall Kicks Will Work

Objective: Find and collect Star on isolated ledge, near Mountain's bottom, by firing Mario with a Cannon.*

Guide: To activate the Cannon you need to speak to the pink Bob-omb Buddy on the rock platform beside the Rope Lift. Jump on the Lift and rotate the perspective around. Jump on the Lift and rotate the perspective around so it's looking toward the mountain and the floating platform. The gap between the Lift and the platform isn't that big – a normal jump will be quite enough to get over. Talk to the Bob-omb Buddy. Now you have two options. It is possible to jump back onto the platform as it returns. Alternatively, a sign on the platform warns of strong gusts. If Mario runs toward Mother Penguin and then leaps, a gust of wind will lift him up and should safely carry him over. Don't worry if Mario dies, the Cannon will still be active until you turn the machine off. If, on the other hand, you collect a Star before turning off then the active

Cannon will be permanently saved along with the Star.

Now use the bottom Cannon, by the Rope Bridge, to shoot over to a ledge opposite – aim above the tree which, as you descend, will stop Mario sliding on impact. The top cursor should point at where two sides (gray and dark gray) of the rockface above the tree meet.

Once Mario lands, follow the track around, be careful as you thump enemies on a narrow ice ledge, then keep going upwards. There's a gap you'll have to long jump over (squeeze Z just before pressing B). Alternatively, stand with Mario's back angled toward the wall and backflip onto the track above. This track may appear to end nowhere, but if you pause you'll see there's a ledge above and behind you. To reach this you must jump at and then off the side wall to bounce onto this ledge. You can run directly along the edge toward the wall, then wall jump (AKA wallkick) off the wall up and to the right. Fortunately, if you fail

Mario'll usually land safely below – with a heart to re-energise energy before trying again. If you succeed, make your way along a narrow ice ledge to collect the Star.

*Brave players might like to try a more adventurous route to Star 6 using a Flower Head enemy as the springboard. What you have to do is go down to where the Snowman's body is. Near that is a Flower Head enemy, which patrols close to the edge of the mountain. If Mario jumps on him, he's launched into the air and slowly spirals down with his arms outstretched. You can use this helicopter-like glide to go over the edge and descend down to the ledge, pushing down on the Controller Stick to control Mario. Getting onto the ledge is actually quite simple, however some players claim they can use the descent to actually grab the Star itself. To do this, Flower Head must as close to the edge as possible when beginning the manoeuvre but it's still extremely tough!



You need to be very precise with this shot...



The ice bridge looks pretty, but you really should be getting that Star now.



The ice slide coins are the obvious choice and luckily there's 77 of the little buggers. Can you get them all in one go?



My secrets!

1. There's a very handy shortcut on the ice slide. In the first tunnel you'll notice a line of five Yellow Coins pointing into the right wall. Follow these precisely and Mario will slide through the wall into another tunnel which takes him all the way to the bottom.

There are two extra lives to collect in the tunnel. Mario will also exit higher than normal and land on a narrow ledge at the top of the cabin.

If you walk round on the ledge you'll find a Yellow Exclamation Box inside which is an extra life.

2. If you collect 120 coins, as well as losing and regaining Mario's hat on Course 10, when you take up Star 2's challenge you'll find that Big Penguin has become somewhat fatter – making for a much tougher race!

A bit extra!

1, 2 & 3. See Secrets for the Ice Slide's secret shortcut with two extra lives on the Slide itself, plus one in a Yellow Exclamation Box at its end.)

4. Drop down off the broken bridge at the start and you'll fall onto a ledge. A Yellow Exclamation Box contains the extra life.

5. Beside the Snowman's Head, there's a Flowerhead enemy and on the nearby mountain corner is a Yellow Exclamation Box containing an extra life. Do a backflip to collect it.

Warp Out!

[Each warp is a two-way corridor, so 1.1 takes you to 1.2, and 1.2 takes you back to 1.1! Remember, Mario must be moving slowly for the warp to take effect.]

1.1 To the right of the start point is a Broken Bridge, the warp is at the middle of the end of the Bridge.

1.2 At the bottom of the Mountain is a second cabin, to the right of the cabin there are two Mini-Bridges, one of which is broken. The warp is at the middle of the end of the second, broken Mini-Bridge.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99



COURSE
5

Big Boo's Haunt

Entry Requirement: 12 Stars

Location: When you've collected 12 Stars, ghosts will appear in the corridor which is accessed by two Star-less doors in the central hallway. At the far end of the corridor, there's a door which leads to the Garden. At the far left of the Garden lurks a Big Boo, with a bird cage inside him which you can see when he disappears. Bottom bounce him to free the cage. When Mario walks toward this cage, he will automatically be pulled into Course 5.

Description: Superbly atmospheric wind effects set the scene for this spooky level. Mario begins in the grounds of a huge Haunted House, dimly illuminated by flickering torches and baleful moon in the sky above. The Haunted House has two floors, plus an attic and water-logged basement complete with fiery, ghost-infested merry-go-round. The basement also contains a secret entrance, accessible by entering the shed to the left of the start. Sadly, there's no way up from the basement into the house.

The main enemies are, of course, the ghostly and very shy Boos, but special spirits can also possess normally inert objects – such as chairs, books and even a piano – which will chase Mario about with snapping teeth!

Go on a Ghost Hunt

Objective: Defeat five small Boos and then Big Boo.



The back door entrance is guarded by two Boos.

ENEMIES

Small Boo

Damage: 2 Energy Units

Attack Pattern: Boos are shy creatures and if Mario looks at them they go invisible – revealing the Blue Coin inside. If Mario looks away, the Boo solidifies and starts homing in. It attacks by bumping into Mario.



Guide: Allow the Boo to get quite close, then jump up and bottom bounce it from above. One hit is all you need.
Reward: 1 Blue Coin.

Big Boo

Damage: 3 Energy Units

Attack Pattern: Although the main boss of Big Boo's Haunt, this character's first appearance (Star One) is rather slow and unimpressive. By Star Five he's notably more determined, but still keeps to the same attack patterns as his smaller brethren – relying on his sheer size and stamina to provide a tougher challenge.

Guide: See Star One and Star Five.

Reward: Star One and Five (see below).



Guide: Go round to the back of the Haunted House and enter the back door. You will be in a room with two Boos (1, 2), kill them both either by punching them or bottom bouncing them. Exit and go around to the front of the house. Upon entering, go through the left door on the far wall. Kill the single Boo

(3) and exit. Go through the right door on the far wall and cross over the disintegrating bridge. Kill the Boo (4) here and proceed through the door. Inch along the narrow ledge and kill a fifth Boo (5). You will now hear a tune and Big Boo will appear in the House's main hallway. To defeat Big Boo, you must bottom bounce him three times. This is relatively easy as he moves very slowly. When he disappears, a Star will whizz up to the next floor. Entirely unreachable, except that a staircase will now magically appear!



Cross the disintegrating bridge to get Boo 4.

Spinning Eye

Damage: 1 Energy Unit per purple bullet. 2 Energy Units for direct contact.

Attack Pattern: This spooky creature can't move anywhere, but it will rotate to watch Mario. If Mario stays still for a second or two, the Eye will blink twice and then fire a purple bubble bullet.

Guide: The only way to defeat the Spinning Eye is to spin it into oblivion. Run around it, clockwise or anti-clockwise, it doesn't matter, and the Eye will spin crazily until it shrinks into nothing!

Reward: 1 Blue Coin.



Orange Spider

Damage: 1 Energy Unit

Attack Pattern: This garish beastie ambles about aimlessly until it sees Mario, after which it rushes towards him as fast as its four legs will carry it. This is quite fast, despite having four less legs than most spiders, but its bite is relatively harmless.

Guide: Wait until it gets close enough and then either punch, kick or bottom bounce it. One hit is enough to squish it.

Reward: 3 Gold Coins.



This view is useful for making an attack.

Ride Big Boo's Merry-Go-Round

Objective: Take a trip on the Merry-Go-Round and rid it of Boos!

Guide: To the left of the start point is a wooden shack with a sign by it giving useful advice about 'Bad guys rolling their eyes'. Enter the shack and stand on the red mesh lift which will take you to the basement. Walk down two connected corridors. You will now begin to hear carnival music. A door on the right allows you in for some fun. Bottom bounce the small Boos and watch out for the flame jets after three have been beaten. Big Boo will appear when the last two Boos are vanquished. He's still quite slow, so as long as you stay on the part of the Merry-Go-Round opposite to the flame jet, it's quite easy to beat him with three bottom bounces.



A third Boo (and blue coin) is found circling around the spinning eye. Which is nice.



Select the best camera view, wait for the Boo to get in range and then bottom bounce it for Coin 5.



The bigger they are, the harder they fall, apparently. Someone tell that to him!

Secrets of the Haunted House



The protruding books pose Mario with an intriguing puzzle in this very dangerous library.

Objective: Solve the mystery of the haunted Library.



Mario scampers past missile-like books.

Guide: Enter the Haunted House through the front door. Go up the stairs and enter the second door on your left. Run down between the bookshelves – watch out for shooting books! – and go around to a dead-end. There are three green books sticking out from the bookshelves. You must push these home by punching them, but if you get the sequence wrong a book will shoot out and hit you! The correct sequence is: middle book, right book, left book. When you complete the sequence, you'll hear a little tune. The bookcase before you will disappear and a secret passage will be revealed, leading directly to the Star.



The library is massive and full of hidden menace. Or something.



Another Star successfully collected. This one appears by the stairs.

Seek the 8 Red Coins



The snapping piano is surprisingly fast and dangerous.

Objective: Find and collect every Red Coin.

Guide: Coins can be collected in any order, but if you die then every coin you've collected is lost and must be collected again.



Watch out for flying books in this room.

Red Coin 1: Piano Room.

(Enter the front door of the Haunted House. Enter the first door on the left. The Red Coin is on the left, just under the piano. Wait for it to attack and then grab the Coin.)

Red Coin 2: Downstairs Library. (Either carry on from the Piano Room or take the second door on the left in the Haunted House's main hallway. There are two Coins on top of bookshelves,



Tip-toe past the holes to collect Red Coin 5.

protected by flying books! Use the backflip to get on top of the bookshelves and collect the coins.

Red Coin 3: Downstairs Library.

Red Coin 4: Black Pit Room.

(From the main hallway, enter the first door on the right. Edge around the narrow ledge and collect the Red Coin. If you fall, you'll land in the Merry-Go-Round room. Exit it and follow the corridors round to the Red Mesh Lift.)

Red Coin 5: Holely Floor Room.

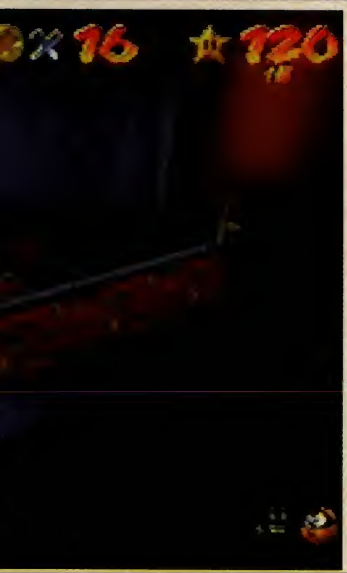
(From the main hallway, go up the stairs and through the first door on the left. The floor is a red mesh with numerous holes. The Red Coin is on the opposite side of the room. Carefully tiptoe over to the Red Coin. If you fall, you'll land in the room with an eye creature. Simply

These coffins have no respect for the dead!



All that's between Mario and Red Coin 4 is the cute little Boo. No problem.





Big Boo's Balcony

Objective: Defeat Big Boo on his balcony lair on top of the Haunted House.

Guide: Go upstairs to the first door on the right, there's a raised platform with a ledge to the left. You must leap against the wall and wallkick off it to reach the ledge.

You can now go through to a room with a Blue Coin Box. Go through the door to meet Big Boo on a ledge. He's noticeably faster and more intelligent than previously – he's finally learning – so be careful. One tactic is to stand with Mario's back to him, wait until he gets close, then backflip over him and punch his rear.

Big Boo can drain 3 Energy Units with a single hit, so remember the attic's Blue Coin



The roof has some useful narrow walkways.

Box. Although going back will reset the Big Boo's energy, it's worth it if Mario's about to die. The Big Boo must be hit three times to be defeated. When hit he sometimes gets confused – don't hesitate to follow up with more attacks! When he dies, a Star will appear and zoom up to the top of the roof.

To get to the Star, run and jump onto the roof. Now keep jumping and running until Mario reaches a narrow flat strip on top of a mini-roof protruding from the main roof. Now walk along the narrow strip to the main roof and run/jump up until Mario lands on another narrow strip which runs the length of the main roof. Tiptoe along this to the middle, then walk down to get the Star. (The Yellow Exclamation Box contains a life.)



Use a wallkick to reach this ledge. There is no other way to make it. Told you it was a useful skill to learn.

Eye to Eye in the Secret Room

Objective: While wearing the Vanish Cap Mario must find secret attic room.

Guide: This Star can't be collected without activating the Blue Switch Palace. Go up the stairs from the main hallway, then enter the second door on the right. Walk through this room into the next one where you'll find the Blue Exclamation Box. Collect the Vanish Cap from this and quickly run back to through to the next room. Use the Wallkick trick to get onto the wooden platform and run into the next room. There's a huge portrait of a Big Boo hanging in the attic. Like a real Boo, it's shy and won't let Mario through its secret passageway when Mario is visible. But if Mario's wearing his Vanish Cap, the Boo will let him into a small room occupied by a large eye enemy. When it sees Mario, this enemy will fire a stream of purple bubbles. Rather more hazardous is touching the eye. The only way to defeat the Eye is to run around him in circles until it spins into oblivion! If you do take damage, there's a small boo in the room (containing one blue coin) and a Blue Exclamation Box lets you (briefly) return to the Attic and use its Blue Coin Box for more energy in your fight. The Star will appear where the Eye is defeated.



Collect the Vanish Cap from here.



A vanished Mario is invisible to this big eye.



But a normal Mario is a prime target. Doh!

Collect 100 Coins

Objective: Find and collect 100 Yellow Coins (or equivalent).

Guide: As always, the method for collecting the 8 Red Coins (Star 4) is a good starting point. It's also worth bearing in mind that if you select Star 1 when entering the Course, the staircase won't appear in the Ghost House.

Note the unusually high number of coins from defeating enemies – the two Spinning Eyes and all the boos on the merry-go-round in the basement are a particularly rich source of Coins.

Maximum Coin Score: 151 Yellow Coins (or equivalent)

- 8 Red Coins (16 Yellow Coins)
- 11 Yellow Coins from smashing 3 wooden crates in the grounds of the Ghost House
- 10 Yellow Coins in Yellow Exclamation Blocks
- 94 Yellow Coins (9 Yellow, 17 Blue) from defeating various enemies
- 4 Blue Coins (20 Yellow Coins) from Blue Coin Box in the Attic



Grab blue coins from the five Boos in the basement.



My secrets!

None! It's a tough course!

A Bit Extra!

1. In a Yellow Exclamation Box on top of the Ghost House's roof – it's a tough Course!



There's an extra life in the yellow exclamation box on the roof of the ghost house.



Hazy, Mazy Cave

Entry Requirement: First Big Key (See Bowser World One)

Location: Castle Basement. Enter one of the two central doors in the Castle Foyer, go down the staircase and open the door using the Big Key. Walk down the marble steps and into the Green Sewer area. Go through the first door and bear right. Keep going forward until directly before a fire picture – don't enter this but instead turn right. There's a door with a Yellow Star on it. Go through the door and jump into the liquid metal pool.

Description: This Course is one of the most varied in the entire game with three distinctly different areas: the poison gas filled Hazy Maze Caves themselves, an Underground Lake (complete with stunning Loch Ness Monster) and plenty of 'Under Construction' areas clad in red scaffolding. Fortunately, there are also lots of maps scattered around the Course, artfully spray-painted on various walls, so it's not too difficult to navigate around this huge and challenging Course. There's also the Green Switch Palace to find, with its spectacular T2-style armour for Mario to wear.

Swimming Beast in the Cavern

Objective: Use the Loch Ness Monster-like Sea Dragon to collect a Star.

Guide: As soon as you enter the Course, you'll see a map before you. The Underground Lake can be found by going either left or right, but the left route is the most direct. The big pit on the left can only be crossed by using the Long Jump (while running forward, briefly squeeze Z). If you mis-time it, and simply slide over the edge, there are two steps to catch your fall. You'll need to do a backflip (crouch using Z and then jump) to get out.

Once across the pit, Mario will appear on some red scaffolding by the Black Hole. Walk to the right (watching out for Bats and an Orange Spider), then jump onto the broad green path. Be careful not to land on the brown area, which is slippery and can carry you into the Black Hole. Avoid the huge Rolling Rocks as you make your way up the path – thankfully are some Yellow Coins on the left if you need to boost energy. At the end of the path there's a door on the right, leading to a



Stand on the sea monster's head and get him into position to jump to this Star.

ENEMIES

Shooters

Damage: 1 Unit per bullet, 2 Units on contact.

Attack Pattern:

These white and red floating guns won't chase after Mario, but will automatically turn to track him and fire quickly if he comes into range.

Guide: Shooters can't be punched, but they can be bottom-bounced by players skillful enough to avoid bullets and accidental contact. The best technique, however, is to find a Metal Cap and simply walk through them while wearing it!

Reward: 2 Yellow Coins.



Moles

Damage: 1 Unit per rock.

Attack Pattern:

These feisty beasts pop out of their holes every few seconds and promptly lob a rock at Mario if he's near.

Guide: Avoidance or wearing a Metal Cap is the only worthwhile technique. While it seems possible to bottom bounce the varmints, however you kill them there's no reward for this success and another mole will soon pop up in its place.

Reward: n/a.



Bats

Damage: 1 Unit per bite!

Attack Pattern: The flying rodents are usually found hanging upside, before taking flight upon seeing Mario. They will then quickly home in.

Guide: As long as Mario's highest when a collision happens, he'll win. A bottom bounce is usually most effective.

Reward: 1 Yellow Coin

Bats are a constant niggle and you must be above them to win a collision.



Elevate for 8 Red Coins

Objective: Find and collect every Red Coin.

Guide: Take the right corridor from the start, watching out for Orange Spiders and flame. Go through the door and you'll enter the Work Elevator room. Slide down the pole to begin!

On the left huge green steps lead to the Work Elevator. It has four direction arrows and will move accordingly when Mario stands on one. The Elevator will continue moving until it hits something, and then it will automatically move in the opposite direction. The only way to stop it is for Mario to Bottom Bounce it without hitting one of the Direction Arrows – a little tricky when it's moving at the time. There are also various



Jump up these steps to find the Work Elevator.

structures such as a rectangular barrier which are at just the right height to knock Mario off.

If Mario does fall, he won't lose any energy and the Elevator will automatically return to its start position. Fall from a slightly higher position – for example when jumping – and Mario will lose energy. Save the Orange Spiders until you need their Yellow Coins to boost Mario's energy.



Mario punches a crate to obtain Red Coin 1. Thus starting a trend.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99



Another crate shatters; yielding Red Coin 3.

If you move forward and then left, you'll find two wooden crates containing Red Coin 1 and Red Coin 2. Further forward is a third wooden crate with Red Coin 3. You can reach this either by going forward (Mario must leap over an iron barrier) or going back to the start and then going right and forward. To the left of this crate is a green ledge with Red Coin 4. Mario can set the platform bouncing between it and a grey stone pillar while he collects the coin.

The remaining Red Coins are higher. Go back to the start and move the Work Elevator left and forward to it touches a grey pillar and some red scaffolding. Keep standing on the left button so it keeps pushing against the scaffolding. Now jump onto the green ledge with a pole. Shin up this and jump onto another, smaller green ledge. Now get onto a small checkerboard platform. This will immediately begin to move following a line of small black balls. Jump onto and then off the first wooden crate (or simply punch it) and you'll be carried to Red Coin 5.

The platform will now move around to a lump of green rock. Jump on and off for Red Coin 6. The platform now takes you to a large floating green ledge with Red Coin 7 and Red Coin 8. If you jump back on the platform it will take you back to the start before resuming its path as before. Slide down the pole, then drop down to collect Star 2 from the centre of the room!

An alternative method is to begin with the higher coins first. To do this, when you enter climb up the pole and then leap over the red scaffolding to the second pole which Mario can shin up to checkerboard platform.



Red Coins 7 and 8 are directly ahead from this moving platform.

Metal-Head Mario Can Move!

Objective: Activate Underwater Lake's switch wearing Metal Cap.
Guide: Return to the Underwater Lake using the same route as for Star One. If you've activated the Green Exclamation Switch, a Metal Cap power-up will be at the entrance to the Underground Lake where you get off the elevator.

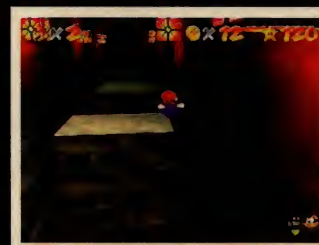
As soon as you get the Metal Cap, run along the dark brown coloured path. Don't jump into the water, it will slow you down, just run into it and keep following the path around. It leads to a Purple Exclamation Switch which can only be activated when the Metal Cap gives you the weight to push it down. Now go up out of the water and go through the gate which has opened in the red scaffolding. Go through the door. You'll be in a narrow corridor with Star 3 at its end. Unfortunately, there are two large gaps in the floor which can only be crossed by using Long Jumps. It's best to go for the Star as soon as you enter. If you hesitate, Orange Spiders will start popping out of the gaps to complicate things further.



Once safely covered in a shiny allow, Mario and run down this path and into the water without floating upwards.



Only with the Metal Cap can Mario press this switch because it makes him heavier than the water. Be careful though, because it runs out very quickly.



Two long jumps are needed to get the Star. Make sure you don't overshoot and fall into the pit. If you do, try and turn around and grab onto the ledge.

Navigating the Toxic Maze

Objective: Find Hazy Maze's Secret Exit.

Guide: From the start, go right and open the door to enter the Work Elevator Room. Slide down the pole, then take the second entrance on the left. There's a map and sign-post if you're unsure. Go through the door at the end of the corridor to enter Hazy Maze. Before you actually go through, there's a small anteroom with a map and two signs. Study these. Now drop down the hole. The yellow toxic gas drains energy very rapidly, so quickly move forward onto a slight rise where there's a Green Exclamation Box.

Get the Metal Cap – which will protect you against both enemies and the gas. Follow the left wall around until the floor dips markedly. Go up out of this dip so Mario's back is against the wall. Crouch and do a backflip to land in a small cave. There's a steel door at the end of this. Be ready for fast-moving flame and a bat, fortunately there also six Yellow Coins to boost energy. Avoid the baddies and jump on the elevator. This will take you to Star Four.



The hazy maps shows the normal entrance and exit (red arrows) and the secret ones (blue circles).

The cave's start is guarded by a shooter. No, not the kind used by the Sweeny.



Backflip out of the dip (top) to reach the secret door's entrance.

About Super Mario⁶⁴: The Metal Cap allows you to press the purple switch under the water, but you've got to be quick.

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more...



A-Mazing Emergency Exit

Objective: Find the Second Secret Exit.

Guide: Enter the Hazy Maze as with Star 4. Use the Green Exclamation Box as before and again follow the left wall around. This time watch out for a single mole hole. Standing on it you'll be able to see another small square cave with a steel door (before the one for Star Four). Go forward and backflip to enter the cave. Go through the door, watching out for bats and flame. Ride the elevator up and exit the room. You'll now be on some red



Speed's the best tactic against the Shooter.

scaffolding above the Black Hole. There's more scaffolding above, and Mario can climb along it using the A button to hold on. Mario can use the Double Jump to reach the scaffolding, or even jump off the sign. A strip of red scaffolding

leads directly to Star Five, simply clamber there and drop onto the ledge to collect it. [There's also an extra life in the Yellow Exclamation Box, follow the middle strand of red scaffolding to get there.]



Run to avoid getting burnt by the flame.



Look out for blue things attacking you. Or something.



The cave's start is guarded by a Shooter.

Watch for Falling Rocks

Objective: Reach hidden Star near Rolling Rocks area.

Guide: Return to rolling boulders area using the same route as for Star One. The metal exit door is at the end of a short, narrow corridor. If you stand in this corridor and look up you'll be able to see two openings in the walls.

The opening you want is on the right, that's where Star 6 is. To get up there, you need to wallkick off the right wall, onto the left and back right – hopefully onto the platform. Keep your nerve with calm, measured button presses and it's almost easy!



Mario should swap his Cap for a Fedora in this Raiders of the Lost Ark scene.



Collect 100 Coins

Objective: Find and collect 100 Coins (or equivalent).

Guide: Since this Course doesn't change depending on the Star objective, any Star will do as a starting point.

Maximum Coin Score: 138 Yellow Coins (or equivalent).

- 46 Yellow Coins out in the open.
- 41 Yellow Coins won by defeating enemies.
- 7 Blue Coins (35 Yellow Coins) from a Blue Block in the Hazy Maze.
- 8 Red Coins (16 Yellow Coins) located as above (Star 2).

NB: Do not enter the Metal Cavern as this will reset your Coin Count!



The rolling rocks have some useful Yellow coins. Be careful Mario isn't flattened while collecting them.



Wear the Metal Cap when bottom bouncing the blue block. The blue coins will appear down in the poison gas. Move fast to collect them.



My secrets!

None! It's a tough course!

A Bit Extra!

1. In the Yellow Exclamation Box on a platform above the Black Hole. Use the Star 5 Guide to find out how you can get to this.
2. In the Yellow Exclamation Box in the room just past the Black Hole.

(This extra life should be collected whenever possible to keep lives stocked up and avoid 'Game Over'.)



An extra life can be found in the exclamation box near the black hole.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99



COURSE
5

Lethal Lava Land

Entry Requirement: First Big Key
(See Bowser World One)

Location: Castle Basement. Enter one of the two central doors in the Castle foyer, go immediately down the nearby staircase and open the door using the Big Key. Descend the marble steps and into the green sewer area. Go through the first door and bear right. Keep going forward until you're before a fire picture, which is Course Seven's ominous entrance!

Description: This daunting world breaks apart conventional platforming action into a true 3D environment floating on a sea of lava. There's plenty of platforms to leap between, platforms which dip and sway and even fall from time to time. The 3D means exploration is as important as precision leaping, but there's more to it than that. The normal approach is to treat it as any other level, albeit with a little more care. For skillful players, however, there's a whole other level of enjoyment. Turn around at the start, swing the camera about and you'll see a small island with a Red Exclamation Box. A Long Jump will take you over, and from there you can go flying. There are no cannons, there's just a triple-jump to barely lift you above the lava, but for risk-takers there's some exhilarating fun to be had. Even better, Star Four introduces a Green Koopa Shell for Mario to surf around with. The subtle, curved contours of various obstacles suddenly makes sense.

While the lava's danger and stolid, horned bombs called Bullies make for a tough challenge, with practice it's hugely entertaining... and that's without mentioning a trip inside the Volcano!

Boil the Big Bully

Objective: Push the Big Bully into the lava!

Guide: As with most Stars on this Course, there are multiple paths to success. Adventurous players will try flying (see Course introduction), but this is the most obvious route:

Go forward, long jumping over gap and then turning left along light brown pathway. Jump onto the grey pathway, carefully avoiding the Small Bully. Turn left and go over

ENEMIES

Big & Small Bullies

Damage: None directly. But see below...

Attack Pattern: Once the Bully sees Mario, it will rush at him and try to bump him off the platform. While the impact won't lose Mario any energy, the lava is such a lethal hazard it doesn't matter.

Guide: Mario can play the Bullies at their own game by punching them into the lava (the only thing which will kill them). Unfortunately, Mario's punch realistically takes a little time to execute, so perfect timing is absolutely critical – you can't run up to a Bully and simply press 'B'.

To complicate things



further, Bullies start moving quite slowly before suddenly picking up speed. If you move forward too much, trying to quickly follow up one successful punch, you can easily be taken by surprise by the Bully's speed burst.

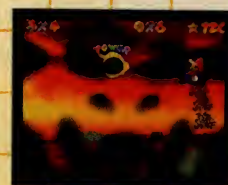
An alternative attack method is to stand near the edge, leap as the Bully rushes forward and then bottom bounce it from above. The impact isn't always predictable, but often as not will push the Bully off the edge into the lava.

Reward: 1 Yellow Coin (Small Bullies), Stars (Big Bully).

Lava

Damage: 3 units per touch. Pain sends Mario crazy!

Attack Pattern: Erh,



just sits there and waits for Mario to come to it. However, there are also flames which leap out of the lava to hop across the platforms, plus geysers of flame shooting high into the air.

Guide: The important thing to remember about lava is that you can usually direct Mario's leap from the lava so he lands on a platform.

Mario will frantically run around for a few seconds when he lands but, just as when he's burned with fire, you can still control his direction if not his speed.

Reward: n/a.

the bridge, then around the Spinning Eye. Jump onto the lower gray platform, which periodically dips to partially submerge in lava. Cross over Bowser's Sliding Block Puzzle, run along a raised gray platform avoiding Small Bullies. Jump onto the stone platform, timing it with the rotating flamethrower at its centre. [This is a good point to collect an extra life, by running around the platform three times.]

Jump onto the wooden platforms – these bob up and down with the tide, but surprisingly don't actually sink below. Pause here to time your leap on the grey platform which almost entirely submerges in the lava. Avoid collecting the Yellow Coins if you're already on maximum energy, you might need them later!

The Big Bully is on the large brown platform. Pushing him into the lava might seem quite simple,

but after a slow start he soon gets up to unsettling speed. When Mario throws a punch, it takes him time and distance to land the blow. It will take a little practice to get the hang of timing this right, so be prepared to be pushed around. If you get pushed off, the lava will usually shoot Mario back onto the platform. Remember the low platform nearby has some Yellow Coins if you need energy. The best tactic is to stand near the edge, sidestep to avoid the Bully's attack and then land a punch or two, pushing him off. Alternatively, the Bottom Bounce tactic is surprisingly effective even if the direction it pushes the Bully isn't always predictable. Once the Bully has fallen into the lava, the Star will appear and whizz off to float above a stone building. Steps promptly form to help you across, but beware them falling away!



Bully the Bullies

Objective: Defeat three Small Bullies (and their Dad!).

Guide: Retrace your steps to where you defeated Big Bully for Star One – he'll still be there, so quickly avoid him. Now ride the mesh platform across to a second, bigger platform with three small Bullies on it. Once again, it's crucial to get the timing of your punches right, but with the added complication of keeping track of three baddies. Try to separate them out so you only take on one at a time. If your timing's good, a couple of good punches will see you through in short order. The final surprise is the appearance of a Big Bully, he's fast and isn't pushed back as far by your punches, but if you've worked out Mario's punching technique he's easy meat. The Star will appear in the centre of the platform.



Don't use these coins unless you need them.



You might be able to push the Big Bully into the lava.



About Super Mario 64: You need push the Big Bully into the lava to get the Star in this section.

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turn over for more...

8 Coin Puzzle with 15 Pieces

Objective: Collect 8 Red Coins from Bowser's sliding puzzle.

Guide: At this level, you couldn't ask for an easier Star. Simply toddle over to Bowser's sliding block portrait on it, collect all the Red Coins and then the Star which appears on the grey



Bowser vomits coins when the puzzle is complete. Nice.



Flying is the true test of gaming genius.



Vibrations warn if a tile is about to move.

block. Blocks vibrate slightly before moving, but even if you do slip into the lava, chances are you'll land right back on the puzzle with coins nearby to restore energy. If you want to make things trickier, why not collect the Wing Cap and try collecting Coins while flying? One warning, veteran players will frequently try and go for Star 7 (100 coins) at the same time as the Red Coins to save time. Don't bother. After the next Star, things will be a lot easier...

NB: If you're standing on the

puzzle when it completes Bowser's portrait, five Yellow Coins will spew from Bowser's mouth.



Star 3 appears over the fixed concrete tile.



That'll be the volcano everyone's talking about then.



For this Star, follow the orange ledge upwards.

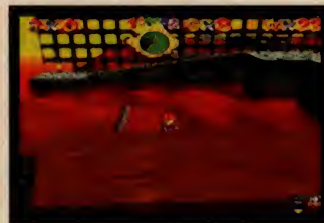
Hot-Foot-It Into the Volcano

Objective: Collect Star from highest platform inside Volcano.

Guide: Upon entering the volcano, go left along black rock strip – watching out for jumping flames. Leap onto the orange ledge and follow it up. Be careful of flamejets and don't pick up any Yellow Coins you don't need – if you fall off, they could be vital. There's a Small Bully to avoid and after him a section of booby-trapped wall. If Mario's standing there, he'll be flattened and lose a few energy points.

Next you'll see a series of small platforms leading upwards. If you're low on energy, look right to see a Heart on a small platform. After obtaining full energy, slowly make your way up the platforms. At the end of these, is a long platform with two flamejets followed by a Small Bully. He's fast, so be careful to avoid being pushed off. You'll now be at four poles for Mario to leap between. Remember to aim with Mario's hat to the target. Take your time and use the camera angles to finely adjust your aim. The Star is on the final platform, just between a pair of pillars one of which has mysteriously fallen.

Alternatively, follow the start path around to the grey platform with a Small Bully, go right onto the light brown platform and forward onto the floating grey platforms (be prepared for them to tilt as Mario lands on them). Go right on the low grey platforms, watching out for the lava as it comes in and out like a tide. Jump onto the light brown platform and then the octagonal platform with two Small Bullies. Ignore them and jump onto the black mesh platform. Be careful as there will be three flamejets to dodge. The platform carries Mario to a platform at one end of the Rolling Log area. Once you step onto the Rolling Log it will instantly begin to move, rolling opposite to the direction Mario moves. Remember, Mario can walk – he doesn't have to run. A good camera position is vital as it's easy to lose sight of Mario. Once the log is close to the end platform, quickly jump off and collect the Star!



Don't panic, walk don't run when log-rolling.



Mario avoids a small Bully and must now get past the booby trapped wall which slams down.

Red-Hot Log Rolling

Objective: Collect Star by Rolling Log.

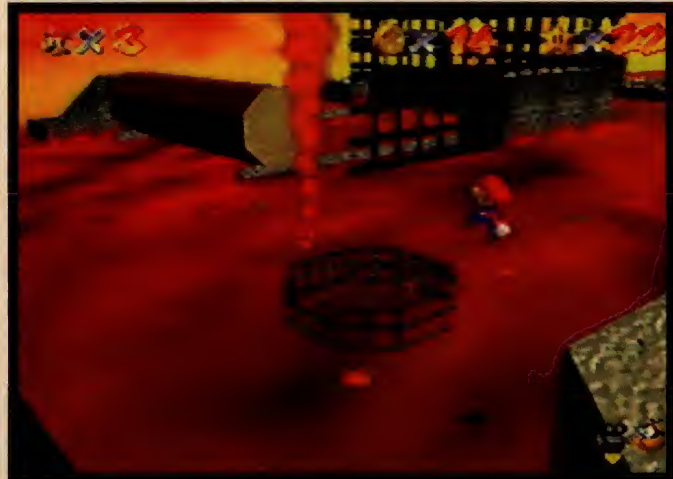
Guide: There are two ways to obtain this Star. Let's start with the most audacious:

As before, Long Jump from the start to the island with the Red Exclamation Box. Collect the Wing Cap and you can fly to the Star – totally avoiding any log rolling! It's not easy, though. The Star platform is protected by a fence which you'll have to fly around. It's a good idea to stop halfway and land on a platform so you can Triple Jump to



Three flame geysers guard the approach to Star 4.

gain more height. If you're losing altitude as you approach the Star, don't worry. If you fall into the lava just before the platform, pushing forward as Mario hits the lava will usually mean he lands on the Star.



Watch out for flamejets when on the mesh platform. They spring up all over the place.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

NB: If you die in the volcano, but have lives left, when you jump back into the Course you will return directly to the Volcano. Since there are no extra lives inside the Volcano, it's a good idea to use the Green Koopa Shell (see Secrets) and surf around for all the extra lives before entering.



Yellow coins point the way forward.

Elevator Tour in the Volcano

Objective: Collect the Volcano's Second Star.

Guide: Jump, fly or surf into the Volcano, go right and jump on the checkerboard platform. It will move around until you have to jump to the next one. This will circle around a pole you must jump onto. Move up this and do a handstand at the top. The platform above has a grey block spewing out flame as it rotates. Simply wait for the flamejet to be pointing away and then jump directly onto the next pole. Remember to aim with Mario's back to where he wants to go. Shin up this pole to another platform. Now carefully jump to the platform with Star 6.



Turn right to find the first checkerboard platform.



Jump from the second platform onto this pole.



Don't make a mistake with these tiny platforms.

Green shells – always nice when you want to do some serious coin collecting.

Collect 100 Coins

Objective: Find and collect 100 Coins (or equivalent).

Guide: Since the key to getting the hardest coins is the Green Koopa Shell, you must select Star 5 or higher to be successful. The best technique is to go around on foot or Wing Cap first, collecting coins from high-up places such as the Bully arenas. Then collect the Green Koopa Shell and surf around collecting the bulk of the coins.

The Shell will last until you hit something, so be careful and remember you can move very slowly with it.

The final 20 coins or so can be collected from the Volcano, but remember once in there's no way out other than exiting the Course.

Maximum Coin Score: 130

Yellow Coins (or equivalent).

- 63 Yellow Coins out in the open.
- 18 Yellow Coins won by defeating enemies (including two Blue Coins from the Spinning Eyes).
- 5 Yellow Coins inside a Crate.
- 5 Yellow Coins on Bowser's Sliding Puzzle (see Star 3).
- 8 Red Coins (16 Yellow Coins) located on Bowser's Sliding Puzzle.
- 23 Yellow Coins inside the Volcano.



You must defeat each spinning eye to get the coins in this area.



It takes great skill to fly through these arches and get the coins.



My secrets!

1. After collecting Star 4 (and all previous Stars), a Yellow Exclamation Box appears containing a Green Koopa Shell.



You'll get a green shell from the Yellow exclamation box.

A Bit Extra!

1. At the centre of the Stone Platform with the flamethrowers – you have to run it around the Platform three times first!
2. On the Crescent Platform just beside the Flamethrower Stone Platform.
3. On the Crescent Platform right of wooden blocks by the Flamethrower Stone Platform.
4. On top of a grey flamethrower block beside the Volcano.
5. On top of brown column beside Volcano.
6. On top of a brown column beside the platform where Star 2 appears.
7. Behind the concrete block on which Star 1 appears.

Warp Out!

The warps are two-way corridors and you must be moving slowly for them to be activated.

- 1.1 Go left at the level's first junction to find a wire mesh platform guarded by a Spinning Eye. Run around the Eye to kill it, then drop down into the hole to find the warp.
- 1.2 There's an island directly behind Mario when he starts the level. The warp is in the centre of the island, just beside the Red Exclamation Box.



Volume One



Shifting Sand Land

Entry Requirement: 30 Stars or more

Location: Castle Basement. Enter one of two central doors in the Castle Foyer, go down the staircase. Walk down the marble steps and into Green Sewer area. Go through the first door and bear right, proceed until directly before a fire picture – don't enter but instead turn left. Walk up corridor and jump through end wall!

Description: A gorgeous desert landscape surrounds a huge Egyptian Pyramid. Notable features are a swirling desert pool, which sucks you to your death, a huge tornado which spins Mario into the air, and a flat stone maze with huge, tumbling blocks (watch out for the sides with useful holes in them).

There's towering yellow Sanbos, lethal quicksand and a beautifully animated, lazily flapping buzzard. Called Big Bird, it will make diving attacks to steal Mario's hat – if lost, Mario is more vulnerable to taking hits. To get the hat back, climb one of pillars and fight it out with the light-fingered critter.

Inside the pyramid, huge rotating barrels, shifting blocks and arguably the game's weirdest end-level boss make things rather interesting. This level is also notable for the first and only appearance of sand. On the good side, most sand is like snow in that it Mario can fall onto it from any height without damage. On the bad side, there's swirling sandpools which try to drag Mario under – keep leaping to avoid this – and lethal dark red sand which kills on contact.

In the Talons of the Big Bird

Objective: Steal the Big Bird's Star.

Guide: You need to get across the Stone Maze and there are three ways to do it. You can walk across the Maze, taking care to avoid the Hollow Blocks – often at crucial junctions the hollow

ENEMIES

Pink Copter

Damage: 2 units per touch. More dangerously, some Pink Copters shoot homing flames.

Attack Pattern: Will constantly buzz Mario, but only within its preset patrol area.

Guide: Much as with Flowerhead, the best tactic is to jump onto its head which also has the side-effect of putting Mario into a spinning, but controllable descent.

Reward: 3 Yellow Coins.



Sanbo

Damage: 2 units per touch.

Attack Pattern: Homes in on Mario, but more of a slowly moving obstacle than a genuine enemy.

Guide: Punch out the segments from the bottom until you reach the head. Be quick, or segments will start regenerating. Better yet, surf through it with a Koopa Shell to instantly kill it.

Reward: 1 Blue Coin.



Hands

Damage: 3 Units per flattening.

Attack Pattern: The Hands begin with stomping attacks, push forward then retreat and open up exposing an eye in each palm. These will blink twice. You have to punch the eyes when they're open. Three hits are needed per Hand.

Guide: See Star 4.

Reward: Star 4.

Avoid the deadly killer hands!



Shining Atop the Pyramid

Objective: Collect the Star from the Pyramid's top.

Guide: There are three ways to do this. Firstly, you can fly there by using the Stone Maze cannon activated by talking to the pink Bob-omb Buddy.

Secondly, you can use the Green Koopa Shell from on top of the Stone Temple. You need to surf all the way around the Pyramid, surf up the stone entrance then spiral around to climb to the top. If you



The Koopa shell is a great way to explore the course.

begin losing speed, dip down and then turn up suddenly for a new



in front of the far left pillar – on a shallow rise – then a backflip will get you on top with a little practice. Alternatively, you can jump on the Pink Copter Creature.

Once you've crossed over the Maze, you should talk to the Pink Bob-omb Buddy by the tiny oasis with a little water pool. This will activate a Cannon on the right corner of the Stone Maze which you can use later. Near the oasis, you'll see a Column which the Buzzard circles around. You can simply walk or surf, up this Column and then leap to collect the Star from its talon. Players looking for a challenge can try collecting the Star while flying. Either way, the Star will whizz off and rest between the two Columns on the far side of the pyramid.



Flying into the Star is the most graceful method.

burst of acceleration. This is tricky, because if you hit any sharp edges you'll instantly lose the shell and probably slide into the quicksand. The Star is actually in a tiny hole at the Pyramid's top, so be careful how you approach it.

Thirdly, you can walk, fly or surf to the Pyramid base. Now instead of walking into the entrance, go right and backflip onto the ledge there. Make your way up the Pyramid using this technique, tiptoeing along progressively narrower ledges, carefully avoiding Flames launched by the increasingly aggressive Pink Copter.



The pink copter makes it tough walking to the top of the pyramid.



Big Bird likes collecting Stars – and caps!



Players
One



Cartridge
65M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

Inside the Ancient Pyramid

Objective: Collect the Star inside the Pyramid's roof.

Guide: Fly, surf or walk across the Stone Maze and enter the Pyramid using the sloped entranceway round the back. Go right until you see a wooden cube, that periodically slams down. Do a backflip onto its back and then jump onto the first level. Head back the way you came to find a pole guarded by two Goombahs. Climb up the pole and jump onto the second level. Go forward and jump onto the steel mesh, keep holding down 'B' as you climb across to the other side. Climb up the steps, to the third level, but watch out for a rolling log. Skillful players might try to leap it, wise ones will notice a small niche halfway along the wall and hide there while it passes by. Go around and use the Rotating Heart to restore any lost energy. There are some sliding platforms ahead, jump up them to the fourth level. Walk forward and around. Avoiding the Electroballs while side-stepping along the narrow ledge is difficult, but they only take one Energy Unit per hit so don't panic. Climb up the pole to the



sixth level. Now you'll see another huge cube jumping along a narrow walkway. You can either run under it, or leap on it and let it carry you across. Go up to the seventh level, doing a normal Double Jump to get to the ledge with Star 3.

NB: An alternative route is outlined in Star 4 – simply jump off the elevator as it begin its descent. The Star will be immediately forward as the descent begins, so jump to a nearby platform to miss out much of the climb outlined above.



Mario proves his muscles on the climbing frame in order to get some coins. You get to do all sorts of things in this game.



This little niche is a great hiding place.

Stand Tall on the Four Pillars

Objective: Stand on the Four Pillars to blow the Pyramid's top, then defeat the Hands.

Guide: First things first, don't select this Star when you begin the Course as it will increase the number of tornadoes – instead select Star 1. This way, the tornadoes will only increase when you actually blow the Pyramid's top using this approach.

Secondly, if you get killed during the Hands confrontation immediately returning to the Course takes you straight back into battle, so

stock up on lives first.

When maxed out on lives, collect the Green Koopa Shell from atop the Stone Temple and then surf across the top of each of the Four Pillars. You don't need to collect the Yellow Coins above them, just travel across their tops. When you finish this, you'll hear a tune and the Pyramid's apex explodes. Now use one of the techniques outlined for Star 2 to reach the top.

Once on the Pyramid's top, drop onto an elevator which takes Mario to stone blockhouse into which sand is poured. There's an entrance on its side which is otherwise

almost impossible to reach. Walk in here to find a darkness-loving, stranger-hating boss. It consists of a pair of Stone Hands which will try and squish Mario, but the main danger is that they might push him off the platform. The Hands begin with sideways stomping attacks, then push forward, retreat and finally open up exposing an eye in each palm. The eyes will blink twice. You have to punch them when open. Three hits are needed per Hand.

Try to attack each Hand equally, so when one dies the other one will take just one hit to finish off. A single Hand is a lot more aggressive than a pair!



The pyramid spectacularly blows its top just as Mario escapes. This is one of the more cinematic moments in Mario 64.



The hands are vulnerable only when an eye is open.

Free Flying for 8 Red Coins

Objective: Find and collect all eight Red Coins.

Guide: From the start, turn around and go forward along an increasingly narrow strip which leads to Red Coin 1. You'll need to tip-toe near the end to avoid slipping. Now go to the Stone Temple and punch the far crate for Red Coin 2.



Smashing crates is great fun. Here's the Red Coin 2 for your troubles. Not bad!

Next go onto the Stone Maze and collect Red Coin 3. Exit the Stone Maze and collect Red Coin 4 from the water pool. Now tiptoe in the shadow of the palm tree to find a warp which will take Mario to the far end of the stone platform where the Stone Maze Cannon is. Collect a Wing Cap, jump in, fly around to collect Red Coins 5, 6, 7 and 8. Then land on top of the Stone Palace for Star 5!



A normal jump will get Mario to Red Coin 3.



You can make several flights getting the last coins.



Then you can gracefully land on the stone temple.



My secrets!

None! It's a tough course!

A Bit Extra!

1. Between two sandpools to the left of the start point.
2. Above a sandpool just before the Stone Temple.
3. In the Yellow Exclamation Box beside the Pyramid's entrance
4. Upon entering the Pyramid, go left and jump on top of the Smiling Cube. It will carry Mario to an extra life.
5. Upon entering the Pyramid, go left and hit the Yellow Exclamation Box.
6. Upon entering the Pyramid, go right and around to the far wall to find a Yellow Exclamation Box.
7. The first monkey frame on second level
8. On the second monkey frame on the second level. [See Warps.]



Pyramid Puzzle

Objective: Collect Five Special Yellow Coins from inside the Pyramid.

Guide: Use the same route as for Star 3, but don't jump onto the Star ledge. Instead, go to the break in the low wall on your right.

Look down and you'll see a narrow ledge with Yellow Coin 1 on it. Drop down to it. Now turn right and look down to see another tiny ledge with Yellow Coin 2. You'll need to do a small jump to get to it. From there, look behind you and down for another tiny platform

with Yellow Coin 3 – another small jump is needed. Now drop down onto the trough with moving sand. Yellow Coins 4 and 5 are here, with Star 6 at the end. Don't forget to keep jumping on the sand or you might get dragged under!



Just below Star 3 is this useful gap.



A small jump is needed to get this coin.



Carefully look around each ledge before jumping.

Collect 100 Coins

Objective: Find and collect 100 Yellow Coins (or equivalent).

Guide: The key here is making a thorough collection of Coins before finishing off inside the Pyramid which has a whopping total of about 65 Coins. But remember once you're in, there's no way out except by exiting the Course completely.

The Sanbos are particularly important enemies – make sure you attack them away from quicksand and whirlpools so no Coins are lost. The Blue Coins are also crucial and, nastily, they don't appear beside the Blue Coin Box.

Maximum Coin Score: 130 Yellow Coins (or equivalent).

- 22 Yellow Coins won by defeating enemies (Sanbos and Goombahs are the main sources).
- 8 Red Coins (16 Yellow Coins) see Star 5.

- 13 Yellow Coins inside Crates.
- 14 Yellow Coins on the sand outside the Pyramid.
- 50 Yellow Coins inside the Pyramid.
- 15 Blue Coins from Blue Coin Box inside the Pyramid (see picture below).



Warp Out!

[Each warp is a two-way corridor, so 1.1 takes you to 1.2, and 1.2 takes Mario back to 1.1! Remember, you must be moving slowly for the warp to take effect.]

- 1a. In the shadow of the palm tree by oasis just past the Stone Maze
- 1b. At one end of the stone platform with the Stone Maze Cannon at its other end.
- 2a. Enter the Pyramid, go right and jump on the Smiling Cube. Go back towards the entrance and climb up a pole. In the left corner by the pole is a warp.
- 2b. Above the second climbing frame beside an extra life.

[NB The 2A-2B Warp appears to be a one-way secret purely for collecting the climbing frame extra life.]





Dire, Dire Docks

Entry Requirement: 30 Stars

Location: Castle Basement. Enter one of the two central doors in the Castle foyer, go immediately down the nearby staircase and open the door using the Big Key. Turn left and go through the Big Red Door with a Large Star on it.

Description: After the arid, hellacious terrain of the previous two Courses, Dire, Dire Docks provides a kinder, gentler environment. There's a Shark and Manta Ray, both gorgeously textured and animated but thankfully without a taste for Italian food. The only serious hazard, aside from the water itself, is a whirlpool in the first area – a torrent of bubbles which will pull Mario to his doom if he's not careful.

In the second area, the Dire, Dire Docks themselves play host to Bowser's very own nuclear sub. Take its Star, and Bowser will set sail for Bowser World Two with its entrance appearing before Course 9's own entrance. The sub's exit passage is carelessly left open – wander too close and Mario will be pulled out into the Castle's lake. Overhead poles provide the Course's toughest challenge, but other Stars require the Vanish Cap from the Blue Exclamation Switch Palace.

Due to its gentle nature, there are no secrets, warps or extra lives here.

ENEMIES

None!

Only a shark and Manta Ray are the big nasties, but have no interest in our Italian plumber!



Board Bowser's Sub

Objective: Clamber aboard the sub and grab its Star.

Guide: After entering the Course,



Swim into this tunnel and follow the yellow arrows.

whirlpool. Swim through the tunnel, picking up Yellow Coins to restore energy, and follow the arrows through to the docks.

Swim to the surface and climb out on one of the ramps. Find the Purple Exclamation Switch and step on it. This will materialise

crate

steps. You'll hear time ticking down, but keep your nerve and

get aboard. The Star is just forward of the sub's mainsail – spray-painted with Bowser's head!

Alternatively, climb up out of the water onto one of the sub's diving planes – just beside the propeller – then backflip onto the top of the rudder. Now run and jump forward, jump again as soon as Mario lands and he'll reach the wooden deck area.



Run and jump from here to reach the deck.



That'll be a large submarine then.

dive downward taking care to avoid the central



This shark looks ominous, but won't attack Mario.

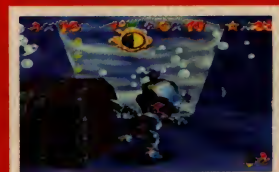
Chests in the Current

Objective: Open four Treasure Chests in the correct order.

Guide: At the bottom of

the first area four Treasure Chests are arranged around the whirlpool. Open them in this way with directions relating toward their positioning by the whirlpool. Treasure Chest One is at a right angle to the whirlpool with a line of coins pointing to it from above. Treasure Chest Two is facing directly away from the whirlpool, while Treasure Chest Three is facing it.

The final Treasure Chest is right beside the whirlpool, so approach it very carefully. When it opens, the Star will whizz off and appear by the tunnel entrance. As usual, if you make a mistake you'll receive an electric shock and must restart the sequence with Treasure Chest One.



Be careful you're not sucked in!



Bowser's sub will escape through this door later.



These crates will disappear in a few seconds, so you will have to be quick in order to make to the deck of the submarine.



Pole Jumping for Red Coins

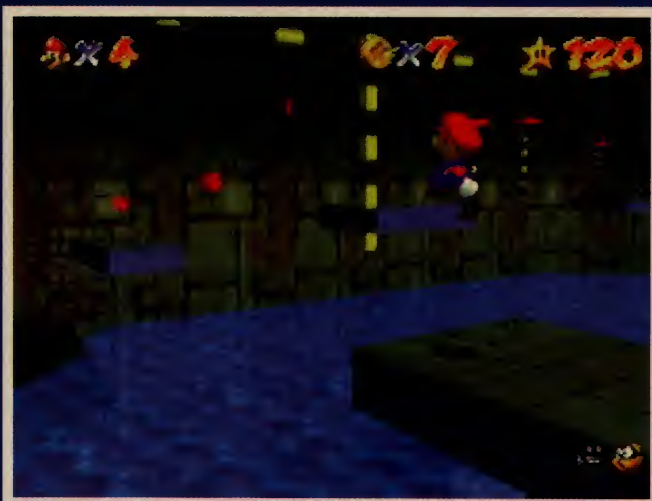
Objective: Collect the 8 Red Coins suspended above the docks area.

(*The trickiness of collecting these Red Coins means it's a good idea to pursue the 100 Coin objective as well. See Star 7.)

Guide: To reach the Coins you need poles which only appear after Bowser's defeat in Bowser World Two. If you've done this, swim through to the second area and use the Purple Exclamation Switch to activate the crate steps.

Climb up the steps furthest from the Switch to reach a floating metal platform. You'll find Red Coin 1 here, while Red Coins 2, 3 and 4 are available in a line to your left. Jump on the pole to collect them. Watch the pole's shadow to help judge when to leap up and catch hold of it.

Now return to the start platform. Catch the other pole which goes to the central platform. From here go left to



Jump on this pole for Red Coins two, three and four.

collect Red Coin 5. You'll need to swap poles twice, the poles briefly pause opposite each other. As long as you have Mario's back pointing toward the next pole, the leap is easy. You'll arrive at a platform with a Blue Coin Box. A pole goes right from here to Red Coin 5.

Go back to the central platform.

Go forward from there on another pole. It will be met at a right angle by another pole which will take Mario across to Red Coin 6.

Another pole runs parallel to this pole and you must leap over to it, in a gap between two walls, for Red Coins 7 and 8. Take your time to get the timing right for this. Then return to the central platform for Star 3.



Jump from the bottom of the pole to avoid Mario hitting his head on the roof and falling off.



Timing is critical for the leap between the poles.



The Manta Ray's Reward

Objective: Swim through five consecutive water rings left in the Manta Ray's wake.

Guide: Unlike Star 4, the key here is swimming as fast as possible. Get as close as you can to the Manta and keep on its tail, swimming like mad to go through the rings as they appear. If you dawdle, the rings drift away and chasing after one will leave you too far from the Manta Ray to get the next. Swim through five consecutive rings and the Star will appear just above the whirlpool, so approach with caution.

Keep close to the manta ray and he won't have to chase you after the water rings.



Through the Jet Stream

Objective: Swim through five consecutive jet stream rings.

Guide: In the second, dockland

areas there's a central jetstream vortex which constantly releases water rings. The key is finding the right place and letting the rings rise around Mario. Each ring provides Mario with extra energy as well, so don't worry about breathing. When

Mario's been through five rings, the Star will whizz off into the jetstream. Mario can retrieve it by simply swimming, but this is extremely difficult. It's best to return to the surface. Backflip over the mesh walls and collect

the Metal Cap. Then simply walk into the jetstream.



Success! Mario collects the Jetstream Star in his battle to defeat Bowser.



Players
One



Cartridge
65M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

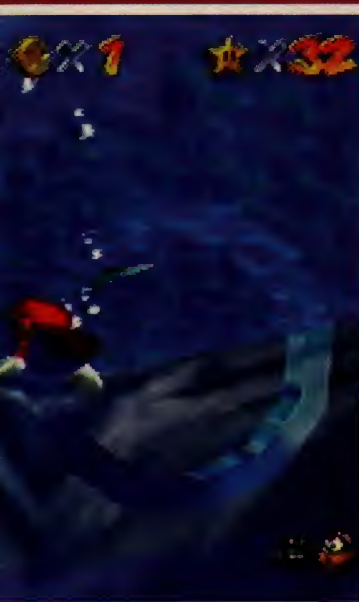
3D Platform
Japan

Released:
Price:

1 March
£59.99



The manta ray follows a path you should learn.



Mario celebrates another victory. Just one more star to go on this course.



Collect the Caps...

Objective: Collect the Caged Star.

Guide: Go through to the second, dockland area. Do a backflip over the red scaffolding and collect the Vanish Cap from the Blue Exclamation Box. You can now jump in the water and swim for the caged Star.

Alternatively, while Mario is dematerialised walk through the next red scaffolding wall and collect the Metal Cap. Now jump into the water and walk right into the cage for Star 6. This is probably the easiest method!



Exclamation boxes are vital for collecting Star 6.



The Vanish Cap lets Mario walk through mesh walls



Inside the mesh cage is a Star, but you need the Vanish Cap to get it.



There's plenty of coins scattered around the treasure chests in this first area. Also guarded by sharks.



Mario's rapid diving entry into the course makes it easy to miss coins.



These are probably the easiest coins to collect.



Patience is critical in collecting the Red Coins in this area.

Collect 100 Coins

Objective: Find and collect 100 Coins (or equivalent).

Guide: Since there are only 106 Coins it's a very good idea to combine this objective with Star 3. Remember you need to collect Star 7 (which will let you save and proceed) before Star 3 – which will take you out of the Course.

The Coins are mostly easy to find, but watch out for the line of Yellow Coins on the wall near the Course's start and the circle of Yellow Coins on the floor of the second area. Also, there's a line of Yellow Coins by the hole through which the submarine has gone – there's a very strong current here which can pull Mario out of the Course if you're not careful.

Maximum Coin Score: 106 Yellow Coins (or equivalent)

First Water Area:

● 42 Yellow Coins.

Second, Docklands Area:

● 8 Red Coins (16 Yellow Coins)
● 6 Blue Coins (30 Yellow Coins) in Blue Box.
● 18 Yellow Coins.



My secrets!

As this is such a gentle course, there's no secrets, warps or extra lives here!

About Super Mario⁶⁴: It is important to remember that the Vanish Cap allows you to walk through mesh walls.

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number

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turn over for
more...



Snowman's Land

Entry Requirement: Second Big Key (see Bowser World Two) and 50 Stars

Location: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and then right. Enter the first door you see, with a Yellow Star on it. This will take you into a room with a gorgeous mirror wall – notice how it shows Lakitu, Mario's cameraman. Nintendo think of everything! If you study the mirror carefully, you'll see that on the left a Snowman picture is reflected which doesn't actually appear in the 'real world'. Jump through the left wall, where this picture should be, and Mario'll enter Snowman's Land.

Description: The second snow world is built around a huge Snowman building at its centre. Although surrounded by ice and wood platforms, the Snowman is actually alive and will try to blow away any 'ants' which dare to walk on it!

Surrounding the Snowman are numerous ponds, and pools, over which slowly draining energy while the most ridiculous acts just like lava – the slightest contact shooting Mario into the sky, howling with pain. It's a hostile environment, the most aggressive opponent being a blue Snow Bully.

The best way to travel is undoubtedly on a Kagoon Shell – as always swirling around at level at high speed is excellent fun. It's also useful for finding a secret area hidden inside an igloo!

Snowman's Big Head

Objective: Grab the Star from the top of Snowman's head.

Guide: There's at least two way to do this. If want the easy way, skip ahead to Star 6 and come back when you've got that. Okay, presuming you've activated the Cannon it's pretty obvious, isn't it? Aim directly over the Star, compensating for



The penguin serves as an excellent wind break! But Mario must watch his step not to be left exposed.

ENEMIES

Trick Frog

Damage: 2 Units per touch.

Attack Pattern:

Sneakily disguises itself as a tempting Yellow Coin, then materialises as Mario approaches to inflict a nasty bite.

Thereafter leaps around for a while before disguising itself again.

Guide: There are two Trick Frogs in this Course, one to the left of the start position, another just by the Yellow Exclamation Box before Freezing Pond

and Snow Wave Machine. Once you spot a Trick Frog, approach slowly and then bottom bounce it just as it materialises. You can bottom bounce it when it's leaping about, but this is harder.

Reward: 5 Yellow Coins.



Ice Bully

Damage: None directly. But see below...

Attack Pattern: Once the Bully sees Mario, it will rush at him and try to bump him off the ice platform. While the impact won't cost any energy, the freezing water is such a lethal hazard it doesn't matter.

Guide: Besides being blue, the Ice Bully is notable for its proud orange horn – although this won't harm Mario if he bottom bounces the creature, it does seem to reduce the effectiveness of this attack technique. This



leaves two alternatives: firstly, you can try punching the Ice Bully off its platform. As usual, this isn't easy with the Ice Bully's acceleration making timing difficult. An added difficulty here is that you're fighting on extremely slippery ice. The second option is simply to run around, luring the Bully near the edge and relying on it making a mistake. This is a lot more effective than it sounds!

Reward: Star 5.



Aim like this for the Star. You must aim right above it in order to compensate for the effects of gravity and wind.

gravity, air resistance etc., and fire!

Alternatively, traditionalists preferring to take things in proper order should go forward and circle around to the back of the Snowman. There's a bizarre Snow Wave Machine stretching out into Freezing Pond. Jump over the snow-waves, then Double Jump or execute a Backwards Somersault to clamber

up onto the top of the Machine. If you get caught by a wave, try to move ahead of it and then jump. Running against it will simply ensure you're swept into the icy water, which drains energy very rapidly.

Carefully follow the path around up to the transparent ice bridge. Mr Snowman will introduce himself with a threat to blow Mario away. It's no idle threat, his breath is powerful. To get past it you need to use the Large Penguin as cover. Stand on the Penguin's left and copy its moves. These are sadly idiosyncratic – rather than simply marching forward the Penguin will move forward slowly, pause, run forward, pause, slowly reverse, then move forward slowly beginning the pattern again. Mario has to synchronise his movements carefully, getting caught out of the Penguin's shadow will instantly blow Mario back to the start! If you find this difficult, use a backflip to jump on top of the Penguin's head and cross the ice bridge in style!

After reaching the other side of the ice bridge, Mario can easily collect Star 1!

Chill with the Bully

Objective: Freeze the Ice Bully.

Guide: Go forward and left to find the super-cold lake with an ice sheet suspended above it. Patrolling on top is a blue Ice Bully with an orange spike. Its attack pattern is much the same as the Bullies on Course 7, unfortunately the slippery ice makes Mario's job much harder. Fortunately, the Ice Bully doesn't cope with the ice that well either. If you stand close to the edge, and backflip over his attack, he'll often slide over and kill himself for you! Alternatively, punches and Bottom Bounces are required, the latter particularly tricky with the Ice Bully's size and speed. Stand near the edge, backflip over the Ice Bully and then punch him to send him over. Star 2 appears above the ice platform.



Yikes! Mario runs for it after seeing just how big and fast the ice bully is!



Mario seems too exhausted even to collect a Star.



Players
One



Cartridge
65M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

In the Deep Freeze

Objective: Collect the Star from inside the Puzzle Ice Cube.

Guide: Couldn't be easier. Go left from the start to find the Ice Cube. Enter it from behind, then Double Jump inside opposite the Star. Climb on top of the Ice Cube, then drop down into the small hole for Star 3.



Mario clammers into the puzzle ice cube intent on recovering the Star gleaming on his right.



A backflip carries Mario onto this ledge. What a useful special moves that is.



Whirl from the Freezing Pond

Objective: Use Flowerhead to reach top of snowbank.

Guide: To the right of the Snow-Wave Machine there's a wooden wall providing an unclimbable face to a high snowbank. On top of this are two Yellow Exclamation Boxes, the left containing Star 4 and the right a Green Koopa Shell. It's possible to get onto this snowbank by doing a backflip off the tree just beside the sign before the Freezing Pool. You'll need to run and jump on the snowbank – it's not easy, but it is possible. Alternatively, you could shoot Mario there using the Cannon activated in the Igloo (see Star 6).

An easier option, is to jump onto the Snow-Wave runway. Notice how the Flowerhead creatures move, one actually emerges from the Freezing Pool. Now if Mario jumps on him just as he's doing this, Mario will spin up into the air and can be guided onto the snowbank. Now simply walk over and collect Star 4.



Jumping from here is a demanding challenge...



It's far easier to leap onto a flowerhead and then float over to the top of the wooden wall ahead.



Red Coin 1 is guarded by a Flowerhead. It is found near the start position by two trees.

Shell Shreddinn' for Red Coins

Objective: Find and collect every Red Coin.

Guide: Coins can be collected in any order, but this is our recommended route. As usual, it's a good idea to combine this Star objective with Star 7, remembering



Four coins are lined up on the snowbank.



Without the Koopa shell, this water is lethal!



Collect the Star in style by surfing into it using the highly versatile green Koopa shell. Cool.

to get the 100 Coins before collecting Star 5.

Red Coin 1: Just right of the Start position by two trees.

Red Coin 2: By the Yellow Exclamation Box and Snowman just before the Freezing Pond.

Red Coin 3: On the snowbank above the Freezing Pond. (For how to get on the snowbank, see Star 4.)

Red Coin 4: On the snowbank above the Freezing Pond.

Red Coin 5: On the snowbank above the Freezing Pond.

Red Coin 6: On the snowbank above the Freezing Pond.

Red Coin 7: On the super-cold lake beneath the Ice Bully. (The super-cold lake acts like lava, the only way to safely cross it is using the Green Koopa Shell from the snowbank's Yellow Exclamation Box.)

Red Coin 8: On the super-cold lake beneath the Ice Bully. The Star will appear near the Start.



About Super Mario⁶⁴: The water in the ice world is lethal to Mario unless he is riding on a Koopa shell.

Volume One

Into the Igloo

Objective: Collect the Caged Star.

Guide: Obtain the Green Koopa Shell using one of the options mentioned in Star 4. Now surf up the incline just beside the Snow-Wave Machine. There's a line of Yellow Coins to show the way. Remember to dip down, then pull up if the Shell is losing speed. To enter the igloo, Mario must crawl – hold down the Z button. You'll be pleasantly surprised to see Star 6 immediately before you, sadly it's encased in ice and can't be reached directly.

Before collecting the Star, go left to find the pink Bob-omb Buddy, apparently imprisoned behind ice walls. In fact, at the far left side there's a tiny gap which Mario can sidestep through. After activating the Cannon, as well as collecting an extra life and Coins from the two Yellow Exclamation Boxes, exit through the gap. Go forward past the pink Bob-omb, go right toward the Star. Take the left turn just before the Star, and the next left leads to the cell in which the Blue Exclamation Box is contained. Backflip on top of the ice wall, drop down and collect the Vanish Cap. Now retrace your steps to collect Star 6.



Zig-zag to maintain speed up this steep slope.



Collect 100 coins

Objective: Find and collect 100 Coins (or equivalent).

Guide: Since there are only 117 Yellow Coins (or equivalent) it's a good idea to combine this objective with Star 5. Remember you need to collect Star 7 (which will let you save and proceed) before Star 5 which won't. Also remember, you only get one Green Koopa Shell – use it wisely.

Maximum Coin Score: 117 Yellow Coins (or equivalent)

- 8 Red Coins (16 Yellow Coins)
- 48 Yellow Coins by beating enemies
- 15 Yellow Coins out on the snow
- 38 Yellow Coins inside Igloo



My secrets!

If Mario gets blown away by the snowman, his hat usually lands near the start. Before putting it back on, use the warps two or more times. Every time Mario uses the warp, another hat appears. When Mario picks up his hat, he won't put it on but instead carry it. When he punches enemies, he'll use the rolled up cap like a club!



Hmm nice penguin, don't try and attack me will you?

A Bit Extra!

1. In the Yellow Exclamation Box just before the Freezing Pond.
2. At the top of the tree on the Snowman's head.
3. In the Yellow Exclamation Box beside the Bob-omb Buddy in the Igloo (see Star 6).
4. In an ice cell near the Blue Exclamation Box inside the Igloo (see Star 6).

Warp Out!

Warps are two-way corridors, but Mario must be moving slowly to activate them.

- 1a. In the shadow of the tree at the far right corner when Mario begins the Course.
- 1b. In the shadow of the tree just beside the warning notice before the Freezing Pond.



"Get off me!" Mario gets accosted once again.



Wet-Dry Land

Entry Requirement: Second Big Key (see Bowser World Two).

Location: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and go forward. Jump into the picture of a Water Spider.

Description: A huge, box-shaped room plays host to watery antics with diamond-shaped switches allowing you to vary the water level. Enemies include Water Spiders and clockwork Koopa Skoopa's which hurl Mario into the air. There's also an entire village hidden away, connected by a secret passageway. The most important secret is hinted at on a sign within the game: 'the depth players bring'. Basically, the height at which Mario enters the painting sets the level at which he'll find the water. A backflip in at the highest level will set the water at a level otherwise very difficult to achieve!

Shocking Arrow Lifts!

Objective: Avoid Electroballs to collect Yellow Exclamation Box Star.

Guide: If you enter the Course picture at middle height, you'll need to raise the water level. From the



Although the water level varies, Mario always starts on this floating wooden platform.

ENEMIES

Water Spider

Damage: 2 Units per touch

Attack Pattern: Water Spiders travel across the water in sudden darting moves, pause and then rotate to look around. They can't move diagonally, but their high-speed darting attacks can be quite startling. On dry land, they wander in slow circles until they see Mario – the eyes then swivel a bit before an attack is launched. Initially, it's quite slow but soon picks up speed!

Guide: Approach from the sides or behind, then leap out of the water and land on top. Alternatively, creep in close – avoiding its lethal legs – and punch its body. On land, the Water Spider is most

vulnerable to a bottom bounce with its spread out legs providing a large target area. **Reward:** 3 Yellow Coins.

Koopa Skoopa

Damage: Approx 2 Units.

Attack Pattern: It generally patrols in circles – It will go around four times, pause and rotate its key four times, then repeat. If it sees Mario, it will chase him and as soon as its scoop touches Mario, flips the plumber over its head – throwing him in the opposite direction to which its facing.

Guide: Although hazardous if approached wrongly – with a fall causing at least 2 units of damage – if used correctly it can



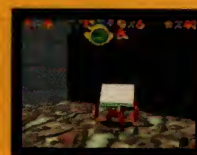
throw Mario up to otherwise unreachable areas. **Reward:** n/a.

Purple Bully

Damage: See below.

Attack Pattern: The Purple Bully loves to pose and is usually found standing still. It seems to have eyes in the back of its head though, and when Mario comes into range will speed toward him. It's not incredibly accurate though and if it hits a barrier, will pause for several seconds before making another rush at Mario. If it catches him, it won't inflict any direct harm but simply throw him as far as possible.

Guide: Circle around and grab the black rectangle on the Bully's rear. Now simply throw it against a wall or floor to smash it. **Reward:** 5 Yellow Coins.





Players
One



Cartridge
65M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99



Jump onto this platform and then use the shadows to...

start position, jump onto the wooden platform behind Mario and step on the Purple Exclamation Switch – watch out for the fire. A long line of wooden crates will appear which Mario should jump along to reach a concrete tower. At the top is a Diamond Switch, walk through it to raise the water.

Now swim to the floating wooden platform nearest the wall and the brown tower with two yellow arrows on its side. You can backflip from here onto one of the



... **Judge** your backflip onto an arrow platform.

small arrow platforms, but if you find this tricky go to another, nearby wooden platform and jump onto the pink platform and then the arrow platforms. These move in the direction indicated by arrows on their top. It's quite easy to reach the brown tower platform. Patrolling Electroballs deliver a nasty looking shock, but since it only costs one energy per hit you'll find it riskier to avoid them than to simply take the pain. Star 1 is in the Yellow Exclamation Box.



Jump into this yellow exclamation box to find Special Spot 2 – plus plenty of yellow coins.



Secrets in the Shallows and Sky

Objective: Find Five Special Spots.

Guide: As with Red Coins, these Spots can be collected in any order but here's our recommended route.

Either jump in the picture at a low point or find the lowest Diamond Switch to lower the water (it's in the corner just below the curved path before Mario when he starts).

At the far end of the Course, below Star 1, there's a white and red-trimmed box. Move it left along the wall to find the Spot 1. When you collect it you'll hear a weird noise and a '1' will briefly appear. Keep pushing the box until it's under a Yellow Exclamation Box. Jump up for Spot 2.

Now jump onto the main building to your right. Avoid the Koopa Skoopa and push another

white-and-red-trimmed box into the wall for Spot 3. Now find the nearby Diamond Switches to raise the water level – there's one on a white platform under the wooden platform you start beside. A second is atop a white tower, orbited by an Electrobball, which is nearby.

Now you can walk up the curved ramp and find the tower which is circled by an Electrobball. Sneak inside its orbit and backflip onto the tower's top for a Yellow Exclamation Box with Spot 4. (The sign here hints – 'the depth players bring' – at the importance of how high you enter the start painting.) Now go over to the big cage and hit the Purple Exclamation Switch. Jump up the wooden crates to reach its top. Spot 5 is by the Yellow Exclamation Box. Collecting it will cause Star 3 to appear on the wooden platform near the start position. Jump down into the water and collect it.



Push this box into the wall to find Spot 3. But watch out for the Koopa Skoopa behind you!



Yellow coins tumble out of an exclamation box which also contains Spot 4.

Top O' the Town

Objective: Reach the toppermost point of the Course.

Guide: Again presuming a midpoint water level, swim from the start to a long curved concrete ramp which arcs from the water to the level's main building. Run up this and onto the main area. Your objective is to get to the top. You can use a Koopa Skoopa to fling you there, but far safer is to find the white and red-trimmed box beside a Yellow Exclamation Box (which contains Yellow Coins). Push the box away from the Yellow Exclamation Box so you can climb on top and use it to backflip up to a higher platform. Another backflip off this platform will take you to the top.

Watch out for the Purple Boss who will try and throw Mario off his building. Run around him and jump onto the wooden plank. It's very narrow, so adjust your view for precision control and move carefully. The plank is patrolled by two Electrobballs. With careful timing, it's possible to walk past them both but again the one energy unit bite shouldn't cause a panic. Jump off the plank onto a dark grey platform. There's a grey ball in the middle which will release a fast-moving flame. If it touches Mario, run in a tight circle to avoid falling off. Besides the platform is a fast-spinning grey platform, be prepared when you leap onto it. The Yellow Exclamation Box, containing Star 2 is on the nearby checkerboard platform.



Mario pauses for a moment to stare in wonder at the bright sunlight.



These purple bomb fellows like nothing better than to push you off.



The view ahead, with Electrobballs and flame bomb.



The view back from under the Star 2's yellow box.



Express Elevator - Hurry Up!

Objective: Race Express Wooden Elevator for Star 4.

Guide: To do this, you must first lower the water to its lowest level using the Diamond Switch under the curved path near the start. Next go over to the nearby cage and smash the crate blocking a hole in the cage.

Now you have to get to the top of the building without raising the water. To do this, use the Koopa Skoopas. Simply make sure the Skoopas are facing away from the direction you want to be thrown when Mario's caught. Repeat this twice, then get to the top of cage using the wooden crates activated by the Purple Exclamation Switch.

There are two wooden platforms by the cage. The one by the Star won't move, but the other will - it's the Express Elevator. Touch it and it will immediately begin to descend. At this point Mario must jump off - the fall will cost 3 energy units - and then run into the cage through the space cleared by destroying the crate. The elevator will only pause for a second and Mario must backflip onto it, inside cage, before it starts to rise. When it reaches the top, simply walk over for Star 4.



Smash this crate before raising the water level.



Koopa Skoopas the only way to travel!



Mario backflips onto the express elevator. Go, go, go!

Go to Town for Red Coins

Objective: Find and collect every Red Coin.

Guide: Secret Town is only accessible by entering the wire mesh column in a corner of the first area. If you don't want to use the water entry trick (see below), you'll have to raise the water using the Diamond Switches. The water will still be lower than the maximum and you'll need the Cannon. Near one wall there's a floating checkerboard platform with the pink Bob-omb Buddy on it. There's a wooden platform beside it which moves with the water. Using the Diamond Switches, the platform is too low for Mario to jump from directly. Instead he must long jump diagonally toward the wall, then wallkick off the wall to land on the platform.



A diagonal long jump and wallkick are needed here.

This won't be easy and it's a good idea to immediately collect another Star, perhaps Star 1 again, simply to save the game with the Cannon activated. The Cannon opens on top of the building with Star 1. Now simply shoot Mario over into the mesh column.

Alternatively, if you backflip into the Course picture at the highest point the water will be almost at the top. Mario can now jump from the wooden platform to the Bob-omb Buddy's one, but you don't need to. Mario can simply jump over into the column from the water!

Once in the wire mesh column, Mario must swim downward. There are barriers to swim under and then over before emerging into the flooded Secret Town. There's a Diamond Switch right by the entrance to bring the water level down.



Aim over the concrete cylinder to reach the cage.



After collecting Red Coin 1, smash the crates for Red coins two and three.



Follow the arrows to find the secret town.



Tiptoe along this wall to find the two crates.

Now, at last, Mario can begin collecting the Red Coins! As usual, Coins can be collected in any order, but if Mario dies then every coin is lost and must be collected again. As usual, it's a good idea to combine this Star objective with Star 7, remembering to get the 100 Yellow Coins before collecting Star 5. You should collect as many Yellow Coins in the main area before proceeding to the Secret Town which has a dozen or so Yellow Coins as well the 8 Red Coins (16 Yellow Coins).

Our suggested route begins with a visit to Church: Red Coin 1 is in a crate on the church steps. Note



Perform a long running jump to reach this roof and Coin 7.



Wallkick between the buildings to get on top.

Star 5 shadow in church alcove. Drop down onto church walls and carefully follow them around. Climb on top of a crate and jump onto the nearby roof. Punch the crate for Red Coin 2. Jump back onto the church walls and punch the two crates for Red Coins 3 and 4. Go to the right of the building with Red Coin 2. There are two trees and a Yellow Exclamation Box (containing an extra life).

Do a handstand on the tree nearest the white building. Hold jump down hard and Mario'll catch the top of the building with his fingertips. Otherwise, you'll have to wall jump to get on top. Punch crate for Red Coin 5. Now go round to the left side. There's a green trough between two buildings. Wallkick between the buildings to get to the top. Red Coins 6 and 7 are in wooden crates, one on each building's roof. Now simply collect Red Coin 8 from the roof of the church and Star 5 will appear below.



Smash this crate for Red Coin 6, obviously.



Players
One



Cartridge
65M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

Quick Race Through Downtown!

Objective: Use Vanish Cap to collect Secret Town's Caged Star.

Guide: Go to Secret Town using



Blue exclamation boxes are on the left and right of this church.



Vanished Mario enters the cage. Note wooden crate which will itself vanish in a few seconds.

the same route outlined for Star 5. Drain water to its lowest level. Find Blue Exclamation Switch on the right of the Church. Run forward to left of building immediately ahead, turn right and run around the back of it over Purple Exclamation Switch. Bear right, running through grey brick walls, and into cage. Jump on wooden crate (briefly materialised by Purple Exclamation Switch), backflip and climb up normally for Star 6.

It is possible to reach this Star without the wooden crate, by doing



A Vanished Mario runs over the purple exclamation switch to activate the cage's wooden crate.

the wallkick inside the cage, but it's a little tricky. Use the Vanish Cap to exit the cage if you want to rerun the procedure for the crate.



Star 6 is at the top of these steps.

Collect 100 Coins

Objective: Find and collect 100 Coins (or equivalent).

Guide: As long as you've got a good route through to the Secret Town this is relatively easy. Once again, it's a good idea to combine this objective with Star 5.

Remember you need to collect Star 7 (which will let you save and proceed) before Star 5 which will take you out of the Course.

Maximum Coin Score: 163

Yellow Coins (or equivalent)

- 39 Yellow Coins on the ground.
- 36 Yellow Coins in Yellow Exclamation Boxes.
- 15 Yellow Coins hidden inside Crates.
- 11 Yellow Coins won by defeating enemies.
- 6 Blue Coin (30 Yellow Coins) from Blue Coin Box.
- 8 Red Coins (16 Yellow Coins) in the Secret Town (Star 4).



Spot 2's coins come in very useful.



The blue coins appear behind the blue coin box and you have to be fast to collect them all.



Push the red and white box over to collect coins from this yellow exclamation box



Throw the bully against the wall for some coins - give him some of his own medicine.



My secrets!

1. There's an entire Secret Town hidden in this Course - see Star 5 for details
2. The water level varies according to the height at the Course Picture is entered



There's a whole hidden town hidden in this level - look!

A Bit Extra!

- 1 & 2. In the concrete cylinder at the top of the Course's first area.
3. In a Yellow Exclamation Box between two trees in the Secret Town
4. At the top of the monument in the Church courtyard, move around to activate it!



There's a couple of extra lives in this concrete cylinder.

Warp Out!

[Each warp is a two-way corridor and remember, Mario must be moving slowly.]

- 1.1: At the side of the white column between the start and the cannon building.
- 1.2: At the corner of cannon building's top.



Check out the warp here between the white columns.





Tall, Tall Mountain

Entry Requirement: Second Bay Key (see Bowser World Two)

Location: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and through the door. Now circle around the room to be exactly opposite to where you enter. There is a tiny picture of some giant mushrooms beside a Tall, Tall Mountain.

Description: This is another huge, floating mountain, with waterfall and a path spiralling around to the top. There's giant mushrooms growing all around, as well as some useful climbing vines. The path has plenty of gaps, so practise your long jump, and there's also a rolling log bridge to test dexterity. If the log gives you problems, you can bypass it by climbing out some ledge, guarded by flame mules.

Tall, Tall Mountain features no new enemies, but a playful chimp plays a starring role at the Mountain Summit. At other times he should be avoided, as he'll steal Mario's hat!

Once you've mastered the long jump, this Course is a lot less difficult than it first seems. There's also a hidden cannon and slide to uncover, the latter is the most spectacular yet. Also, as with Course 12, there's an extra life right at the start to ease the pain of mistakes. To find it, turn around at the start and go along the path to its very start. You'll find an extra life mushroom on the last lit.

ENEMIES

Chimp

The little hat stealer, he's more annoying than an enemy!



Mystery of the Monkey Cage

Objective: Collect a Star from the Mountaintop Monkey Cage.



Only a monkey can open the monkey cage.

Guide: You must select Star 2 for this objective to become possible. If it is selected, when you return to the Mountain Summit (using the same route as for Star 1), you'll find the Monkey capering about. Catch him, and he'll offer to open the cage for you if he's released. Let him go and follow him around to the rock bridge beside the waterfall.

The Monkey Cage is floating beside the waterfall. The Monkey



This is where the released star falls into. So you must drop down and collect it pronto.



The playful monkey is fast on his paws and tough to catch.

will wait until you talk to him before he'll actually open the cage and let the Star drop out. Now simply jump into the Waterfall and Mario will fall down to the water pool where the Star's come to rest.

Scale the Mountain

Objective: Make your way to the Mountain Summit.

Guide: From the start, begin by going backward to collect the extra life. Then go forward along the path to find the first of two large gaps. You need the long jump for them both, if you miss on the first one you'll drop down and collect some Yellow Coins. Miss on the second one and you'll lose a life. You'll now be alongside some giant mushrooms – the Yellow Exclamation Box contains an extra life. Carry on up the track past Moles, Fizzing Bombs and a Purple Bully. After crossing on a narrow plank, you'll



As usual Moles enjoy throwing rocks at Mario because of his stupid hat and daft moustache, obviously.



This bomb bully will try to throw Mario off a cliff! That can't happen.

come to a large gap. A good normal jump will get you across it, but don't worry if you fall – you should slide to down a small ledge with a pink Bob-omb Buddy. Chat to him to open a Cannon for Star 6. To get off this ledge, Mario can crouch down then slowly crawl up the rock face to the next platform. Mario will now be beside a water pool with the Chimp and a Pink Copter Guy – watch for the latter spitting flame – the pool can restore any lost energy, but be careful not to get caught in the current.

There's a Log Bridge and Mario can't hang about near the start, the Pink Copter will flame him. The trick is to jump on and run diagonally away from where you



Watch out for the flames from the pink copter in this section. Avoid him if you can.

want to go. This will roll the log toward the ledge, making for an easy jump off.

If you have problems with this, climb up the ledges by the green vine and rock throwing Moles. Then go up and round to bypass the log entirely.

If you've used the Log Bridge, you'll come to Cannonball Alley. It looks similar to those in Course One – only the Cannonballs are moving lots faster. They won't home in though and their pattern is constant. Keep your nerve and it's easy.

Now you'll come to a long ledge

with three Goombahs – kill them to give Mario a clear run. Walk to the end to examine the jump (and collect an extra life just beside the waterfall). It looks a tricky jump, but it's well constructed. If you run straight along the path, veering slightly toward the waterfall, a long jump will carry Mario onto the next ledge, without the sharp turn which looks necessary.

Now carry on forward. There's a cloud just beside the path, crouch if you see it blowing as it will carry Mario's hat off! Keep going up until you reach the Summit where Star 1 is out in the open.



Don't let the cloud to the right blow Mario's hat away. It's a bugger to get back again.



Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

Scary 'Shrooms, Red Coins

Objective: Find and collect all eight Red Coins.

Guide: As usual, Coins can be collected in any order, here's our recommended route: The first four Coins are on the giant mushrooms at the start. Jump forward for Red Coin 1 on a nice, big 'shroom. Jump forward again to a medium-sized 'shroom with Red Coin 2.

Sadly, Red Coin 3 is on a tiny 'shroom. You can jump there directly, but be ready for a sharp turnaround to avoid falling off. Alternatively, do a small jump to the tiny mushroom on the right then forward to the mushroom with the Coin. Red Coin 4 is on a nice big mushroom.

Now go forward to where the moles are and jump up the ledges using backflips. Red Coins 5 and 6 are on the second level of ledges, Red Coin 7 is on a ledge level with the climbing vines, while Red Coin 8 is conveniently on a ledge which overlooks the giant 'shroom where Star 3 finally appears. A normal jump carries you over, at the cost of 50% energy. Alternatively, you



Carefully position the game camera when judging how and where to leap from these huge mushrooms. This is a tricky section to negotiate because if you get it wrong – it's an instant loss of life.

can long jump from the path just beyond the Mad Moles. A gust of wind will help.



Quickly backflip onto a ledge to avoid the moles. You must keep using backflips to reach the higher platforms and ultimately Red Coins 5 & 6.



Red coin 8 is on the highest ledge which conveniently overlooks where the Star appears.



And there it is, the next Star.

Mysterious Mountainside

Objective: Find the Mysterious Mountainside Wall entrance.

Guide: Climb the Mountain using the same route as for Stars 1 and 2, but pause after the long jump past the Waterfall. Remember where you saw the cloud? The secret, ripply wall is just beyond him. Jump through the Mysterious Mountainside for another slide race. There's plenty of Yellow and Blue Coins, plus some extra lives. The slide is relatively easy, except for one sharp turn onto a wooden

side turn. Bright arrows provide plenty of warning. Approach at a normal speed – too slow and you'll lack the momentum to bounce onto the wood – and turn sharply. Don't worry if you fall off, a life is lost but if you jump straight back into the Course you'll appear at the slide's start.

At the end of the slide, there's an opening leading to a ledge with Star 4. It's also worth noting, this ledge is immediately above the extra life behind the Course's start.



The Death's Head logo at the end of the main slide hints you should divert onto this wooden section or risk injury.



The mysterious mountainside slide is fast and packed with coins.



Note the extra life below, on the narrow path which starts the course.

About Super Mario⁶⁴: Don't forget that Mario's backflip allows him to reach higher ledges than is otherwise possible.

page
number

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turn over for
more...

Super Mario⁶⁴

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 About Super Mario⁶⁴: The key to completing Mario 64 is exploring everything and being prepared for some pretty far out secret warps.

page number

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Breathtaking View from Bridge

Objective: Collect the Star near the Waterfall's source.

Guide: Go up the Mountain using the same route as before, but stop on the rock bridge beside the Waterfall.

The Star will be clearly visible in a little niche. There are two ways to get it. The simplest is to run and jump at a 45° angle. You

should land in the niche without too much trouble.

Alternatively, activate the Purple Exclamation Switch just before the bridge. This will cause a crate to appear just under the niche to provide a 'safety net' for your jump. With the crate, a small jump from alongside the Waterfall will drop you onto the crate and you can then walk in for Star 5



Run forward on this angle to jump into the niche.



Press this switch to activate the waterfall crate.



Behind Mario you can see the crate by the exclamation switch.



Mario celebrates Star 5 behind the waterfall.



My secrets!

Be careful with the monkey - if you try to catch him beside the water pool he'll steal Mario's cap!



A Bit Extra!

1. At the end of the path behind Mario when he starts the Course.
2. In a Yellow Exclamation Box above the giant Mushrooms.
3. On a ledge beside the vine covered climbing frame.
4. On a ledge just before long jump beside the waterfall.
- 5&6. On the Mysterious Mountainside Slide



Warp Out!

Warps are two-way corridors, but Mario must be moving slowly to activate them.

- 1a: In the middle of the small mushroom just past the big one with the Yellow Box
- 1b: At the start of the ledge leading to the Cannon.



Blast to the Lonely Mushroom

Objective: Activate the Secret Cannon then blast across to the huge Lonely Mushroom.

Guide: Ironically, the last but one Star is the first you see. It's on the mushroom just visible at the start. Sadly, it's just too far to long jump to. If you haven't already activated

the Secret Cannon, go up the Mountain and drop down the gap just before where the waterfall pool and monkey are. Chat to the pink Bob-omb Buddy then either crawl up the rock face or drop down to the start. Now you have to get to the Huge Mushroom where Star 3 appears. One way to get to it is using the Mad Mole ledges as described for Star 3.



Drop in on the Bob-omb Buddy to activate the cannon.



Use the cloud formations and mushroom as a guide when aiming the cannon.

Alternatively, you can backtrack to the pathway patrolled by the Fizzing Bombs. Get rid of them, then either do a long jump on to the mushroom direct, or do a normal jump and rely on wind gusts to carry you up. (Sneaky players will use the warp described in Special Information!)

From this mushroom look down to the left, while facing the Mountain, and you'll see a platform. Do a long jump to arrive with relative ease on the ledge. Now follow it around to the Secret Cannon.

Now aim for the Star, line up the vertical axis with it and the horizontal axis a few millimetres above the first cloud. It's tricky because there's no room to slowdown, you have to hit the Star directly or you'll sail off into oblivion!

Collect 100 Coins

Objective: Find and collect 100 Yellow Coins (or equivalent).

Guide: The biggest single stash of coins is on the Mysterious Mountain Slide so it's best to start there, especially because the tricky turn is so easy to mis-time. There's a maximum 60 Coins to be had here (3 Blue Coins and 45 Yellow Coins) so grab as many as possible before exiting the Slide. Now jump down from there to land on the ledge near the start and carry on up the Course to collect the remaining coins as required.

Maximum Coin Score: 133 Yellow Coins (or equivalent)

- 33 Yellow Coins on the ground.
- 5 Yellow Coins hidden inside Crate.
- 19 Yellow Coins won by defeating enemies.
- 60 Coins on Mysterious Mountain Slide.
- 8 Red Coins (16 Yellow Coins) located as above (Star 4).



The vine ledges have plenty of coins to collect. Good job really.



Tiny-Huge Island

Entry Requirement: Second Big Key (see Bowser World Two).

Location: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Climb the staircase and then turn left. Go through the door with the single yellow star. Mario will enter a corridor with a painting at one end. While this can't be entered, identical pictures in niches on the left and right can. If you enter using the left picture, Mario will appear to be huge. Use the right picture and Mario will be tiny.

Description: Tiny-Huge Island is dominated by a large, central mountain which also plays host to a crotchety but ultimately right-minded boss creature. While Mario's size initially depends on which picture he entered, there are three green pipes which enable you to flip between the two states at will.

When Mario is huge, the only serious hazard is falling off into space on the northern Windswept Valley. Unfortunately, many parts of the island simply aren't accessible and most Stars can't be reached with Huge Mario. However, it's perfectly possible to move around while Huge and only go Tiny when necessary.

The size variations make this one of the most inventive levels, but as you'd expect at this stage of the game it's also quite demanding.

Pluck the Piranha Flower

Objective: Defeat five Piranha Plants with Tiny Mario.

Guide: Enter the Course using the left picture so Mario is huge. Now proceed forward to the Green Pipe ahead (but don't forget to stop off on the middle platform to collect an extra life from its Yellow Exclamation Box). Now use the Green Pipe to transform into Tiny Mario. The single tiny Piranha Plant which spat fire has now been replaced by five giant versions. Initially, they will be invisible only springing to life when Mario gets near to one. These too spit fire and if a panicking Mario falls off the platform, there's no easy way back – you'll have to swim back to the start platform then make your way around the Course from the other direction.



Move slowly to avoid triggering lots of plants. One mistake and they'll chomp the life out of you!

ENEMIES

Bad Lakitu

Damage: 2 Units per contact with Spiked Missile.

Attack Pattern: Has a preset patrol pattern, and even when locked onto Mario seems reluctant to move outside it. Attack consists of circling around and above while periodically lobbing Spiked Missiles which slowly home in on land, but sink in water.

Guide: A jumping attack is best, as long as Mario is highest,

Lakitu will be defeated.

Reward: 5 Yellow Coins.

Big Fish

Damage: 1 Life per bite. 1-2 Units per touch.

Attack Pattern: Only appears when Mario is Tiny. Tends to move slowly within a preset area, but will accelerate quickly if it sees Mario. A single gulp is unsurprisingly entirely lethal!

Guide: avoid!

Reward: n/a.



Tiny-Huge Piranha Plants

Damage: 3 Units per flame.

Attack Pattern: Unlike its sleepy forebear, this foliage is invisible until Mario gets close, at which time it suddenly spouts, bobs its head once, spits homing fire and then disappears.

Guide: The Huge Piranha Plants are the easiest to cope with since they're such big targets. Tiny Piranha Plants can also be punched, but their speed and small size makes this very tricky.

Reward: 1 Yellow Coin (Tiny). 2 Yellow Coins (Huge).

Wiggler

Damage: 3 Units per touch.

Attack Pattern: Wiggler relies on its size and speed in fast, running attacks.

Guide: Keep leaping to avoid Wiggler's attacks, if you touch Wiggler when descending that will count as one of the three hits needed to defeat him. Every time you hit Wiggler, he'll say something and then speed up.

Reward: Star 6.



Use the pipe if Mario's energy is low, then jump in the water. Watch out for those Mario-eating plants. Feed me Seymour!

So move cautiously toward the platform's corners and try not to trigger more than one Piranha at a time. When a Piranha does appear, immediately run forward so you're under its head when it spits flame – which should then miss you. Before it even spits fire, you should try to punch its stem which will instantly kill it.

If you get in trouble, jump back in the Green Pipe and jump into the water to restore Mario's energy – even if this resets the Piranha challenge. When you've defeated all the plants, the Star will appear behind the Green Pipe.



A plant dies, but Mario's been caught by the resultant flames. Singed in his prime!

The Tip Top of the Huge Island

Objective: Collect the Star from the Mountain summit while Tiny.

Guide: One way to collect this Star is to enter as Tiny Mario (using the right painting) and go through the mousehole near the start. Then work your way around the Course, going across the beach area and then using wooden planks, long jumps (and friendly gusts of wind) before starting to climb the Mountain itself.

A far easier method is to enter as Huge Mario (using the left painting), and go forward to the Green Pipe. Don't enter it, but instead drop off this platform. Mario'll land on a lower platform with a Purple Exclamation Switch – this activates a crate bridge extending to the floating island. Walk along the crates until Mario is parallel with the green mountain ledge and stop just before it merges with the wooden section. Now do a backflip onto the ledge. Go up this ledge, dodging the cannonballs, and you'll find another Green Pipe. Jump into this to transform into Tiny Mario.

Now carry on to the top of the mountain. The small steps have become huge, but backflips and careful positioning will get Mario over them. Watch out for a Purple Bully at the top, either run past him or throw him off the Mountain. Then go along the broad wooden plank and up for the Yellow Exclamation Box containing Star 2.



Backflip from here for a very useful short-cut. The extending crates allow you to reach this point.



Jump in the pipe to transform from huge Mario into tiny Mario. Ah, isn't he ickle?



Hey presto! Now you're transformed into tiny Mario you can head right for the Star.



On the opening level screen, select Star 3 to get this Koopa to appear. You must then race him.

Rematch with Koopa the Quick

Objective: Race Koopa The Quick as Tiny Mario.

Guide: You need to select this Star when you enter the Course, if you don't Koopa won't be there. Enter the Course as Huge Mario, using the left painting, and follow the same Purple Exclamation Switch route as for Star 2 to to get onto the mountain, then transform into Tiny Mario. But instead of going to the Mountain Summit, go down from the Green Pipe and round past where the Cannonballs come from. Carry on downwards and go left to find Koopa guarded by two Goombahs. Kill the Goombahs then talk to your race opponent.

Koopa The Quick will boast that he's been in training since the last

race and challenge you to another race. Agree to this and the race will begin. The race will take you back around to where you backflipped onto the Mountain, and will then go forward across a plank into Windswept Valley and finish on a floating green platform. A flagpole marks the finish.

Koopa isn't fibbing about his training and will provide a far tougher challenge than on Course 1. Long Jumps help when moving up and down the hill, but watch out for the Cannonballs and be prepared for the wind slowing Mario down – while not affecting the apparently highly aerodynamic Koopa! If you lose, return to the Green Pipe to make Mario Huge, then Tiny – this will reset the Island so Koopa re-appears at the race's start. When you win, Koopa will grumpily hand over Star 3.



Fierce winds will severely reduce Mario's speed across this see-saw wooden platform. There is a real danger of falling through.



Use long jumps on the upcoming hill to give you a race advantage.



Just don't ask where Koopa keeps his Star, okay?



Walk over the summit of the mountain for secret number two. You will need to walk across a tiny plank to get here.



And the final secret is found here, by the cannon entrance. This is at the other end of the beach. Speak to the Bob-omb.

Five Itty Bitty Secrets

Objective: Find five secrets spots as Huge Mario.

Guide: The idea here is to find five 'itty bitty' spots – which only Tiny Mario can enter – but with Mario in Huge form. Whenever you go through one of these spots, a number will appear. You can go through these spots in any order, but this is our recommended route.

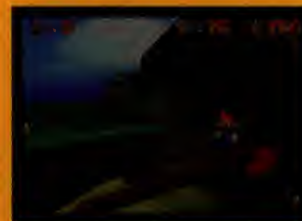


Besides containing secret number one, there's also an invisible yellow coin by this cannonball portal.

Enter through the left painting as Huge Mario and go forward to the Green Pipe. Drop off this platform to the right and use the Purple Exclamation Switch to activate a crate bridge. Walk along the crates until Mario is parallel with the green mountain ledge, just before it merges with the wooden section, and do a backflip onto the ledge. Go up this ledge, dodging the cannonballs, and run past where the cannonballs come from: Itty Bitty Secret One.

Now go up and round to the Mountain Summit, taking care on the plank which is very narrow

for Huge Mario. If Mario walks over the centre of Summit, Itty Bitty Secret 2 will come up. Now drop down onto the beach and backflip past the tiny mousehole at the end of wooden plank going into the Mountain. Mario doesn't have to stand on the plank, simply jumping past the



Simply jumping past this entrance is enough to get to secret 3. You don't need to stand on the plank.

mousehole is enough for Itty Bitty Secret 3.

Next, walk past the mousehole on the ground, just to the left of the beach for Itty Bitty Secret 4. Finally, go to the other end of the beach where there's a cannon hole, speak to the pink Bob-omb Buddy to open it if necessary. This is Itty Bitty Secret 5.

The Star will appear on the floating island near the start, the one which the Purple Exclamation Switch activates a crate bridge to. Use a backflip at the top of the beach to get back on the Mountain, then go left and follow it round.

Drop down the first Green Pipe, then use the Purple Exclamation Switch and run along the crate bridge to get Star 4 from the floating island.





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

Wiggler's Red Coins

Objective: Find and collect every Red Coin.

Guide: As usual, coins can be collected in any order, but if you die then every coin you've collected is lost and must be collected again.

Unusually, the Coins aren't scattered about in lots of different inaccessible places, they're clustered altogether in one inaccessible place – a cave under Wiggler's Mountain penthouse!

The most stylish route is to go in as Tiny Mario (using the right portrait), go through the

mousehole and bottom bounce Koopa for his shell. You can then use this to 'surf' up the right rock face to the green ledge beside the wooden plank. Use 'Z' to dismount from the shell when you arrive. Remember, you can pick up speed with the shell by dipping down and then sharply turning up. Nevertheless, this is a bit tricky.

Alternatively, ignore Koopa and instead swim over to the Cannon (activated by talking to the pink Bob-omb Buddy when Mario is huge). Now aim above the green tree on the ledge, if your shot is good Mario will catch hold of the tree. Now walk along the plank, very slowly, to enter the Red Coin

Cave. Be careful as Mario enters, there's a sheer drop on either side.

Red Coin 1 is immediately ahead. Use a normal jump to get to the next ledge (Red Coin 2), then the next (Red Coin 3) and one after that (Red Coin 4). Now jump forward to land where you can see the Star will appear. It's set in a little niche. Walkkick up within this niche to collect Red Coin 5, and also to reach an extra life. On the platform with the extra life, walk to its furthest tip, away from the wall. If you look up, you'll see Wiggler moving about on the wire mesh floor of his home. This bulges down in the middle and from this point you can Double Jump and hang onto the mesh.

Move over to the ledge with the Blue Coin Box and carefully drop down. Collect Red Coin 6 from this ledge, watching out for the flame. You can either jump down to the next ledge for Red Coin 7, or Double Jump to hang from the wire mesh, move along on this and then drop down. A normal jump takes you to the next ledge and Red Coin 8. Another normal jump gets you back to the ledge with Star 5.



Light streams through a hole in Wiggler's roof. Maybe later you can make it bigger...



At last, Mario enters Wiggler's secret cave.

Collect 100 Coins

Objective: Collect 100 Yellow Coins (or equivalent).

Guide: Although the Maximum Coin total appears high, it's misleading because adding up Tiny and Huge scores counts some Coins twice. Also, navigating around the entire island is more difficult than it first seems, an ill-time fire attack from the Pink Copter, or an unexpected gust on Wind Swept Valley all too often results in losing a life. For this reason it's worth remembering the run-around-the-post trick – use the Cannon to get Mario onto the beach island and run around its posts as well as the more easily accessible ones. When you've got 79 or more coins, head for Wiggler's Red Coins with 8 Red Coins and 5 Yellow Coins on the plank providing the perfect way to polish the Course off.

Maximum Coin Score: 178 Yellow Coins (or equivalent)

Huge Mario can find:

- 12 Yellow Coins in plain sight
- 13 Yellow Coins won by defeating enemies.
- 1 Yellow Coin in Cannonball opening.
- 1 Blue Coin (5 Yellow Coins) from Koopa

Tiny Mario can find:

- 22 Yellow Coins in plain sight
- 8 Red Coins (16 Yellow Coins) located as above (Star 5).
- 2 Blue Coins (10 Yellow Coins) from Blue Coin Box.
- 81 Coins won by defeating enemies (26 Yellow Coin, 11 Blue Coins)
- 1 Blue Coin (5 Yellow Coins) from defeating Koopa.
- 10 Yellow Coins from running around wooden posts.



My secrets!

1. If Mario runs around a wooden post three times, five coins will magically appear.

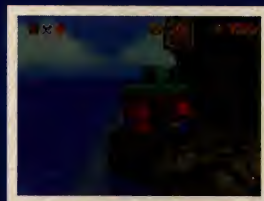
A Bit Extra!

Huge Mario can find:

1. In the Yellow Box just opposite the start.
2. Collect the two Yellow Coins at the top of the beach for an extra life to appear.

Tiny Mario can find:

1. A life underwater, after the second platform from the start.
2. Above a tree on a ledge right of beach.
3. In Wiggler's Secret Red Coins Cave.
4. In Yellow Exclamation Box in Windswept Valley.



Surf's up! Mario whizzes around on Small Koopa's green shell. Great fun!



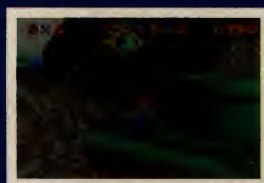
Star Trek style beaming helps our Italian stallion to jump around the course

Warp Out!

Warps are two-way corridors and Mario must be moving slowly for them to operate.

1.1: Beside the Green Pipe immediately opposite the start position.

1.2: At the corner of the floating platform where Star 4 appears.



Star Trek style beaming helps our Italian stallion to jump around the course



Wiggler's a nice guy really, but to put things back to normal you'll have to defeat him first.

Make Wiggler Squirm

Objective: Defeat Wiggler.

Guide: Your first objective is to make an entry point so you can meet Wiggler. To do this, you have to get to the Mountain Summit: enter as Huge Mario, using the left painting, and use the same route as for Star 4 to reach the Mountain Summit.



Once on the Summit, bottom bounce the small pond. This will create a hole, through which the water drains. Now go back down and use the Green Pipe to

transform into Tiny Mario. Return to the Mountain Summit and drop through the hole into Wiggler's lair for a dramatic confrontation.

When you chat to Wiggler The Centipede he'll make some reasonable sounding complaints, but you still have to defeat him. Although he moves quite quickly, he's actually quite easy to beat. Jump to avoid his attacks and landing on any part of his body will count as a hit. Three of these teach him the error of his ways, and he'll quite happily hand over Star 6.

About Super Mario 64: Jump on any part of Wiggler's body to defeat him and then collect Star 6.

Volume One



COURSE 14 Tick-Tock Clock

Entry Requirements: Second Big Key (see Bowser World Two) and 50 Stars.

Location: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and then turn sharp right. There's a second staircase there. Go up that and through the red door with the Big Yellow Star. Mario will enter a room with a giant clock. Do a Double Jump or Backflip to get onto the clock, but don't enter yet.

Description: The inside of the grandfather clock is a daunting collection of cogs, gears and pendulums. Fortunately, if you enter at twelve o'clock, or three hour intervals thereafter (don't worry, it's not real-time!) then the gears pause. If you enter at any other time, the clock will be in motion but its speed can vary. Jump in at quarter past the hour and movement will be at its slowest. At half past movement will be chaotic; cubes which previously rotated in lockstep will now move individually and unpredictably. At quarter to, movement is at its fastest.

This Course is undoubtedly one of the most demanding and, potentially, frustrating. Climbing within a moving clock mechanism isn't a new idea, but executing it in true 3D is, and the profusion of moving platforms, combined with the option of freezing movement, is a stern test of both precision and tactical thinking. On the negative side, the claustrophobic confines makes positioning the camera quite difficult. There are many unexpected gaps and long falls which make a good view crucial, so always take care to properly manipulate the camera angle. Complete this Course in its entirety and you know you'll meet no sterner task in the entire game!

Roll into the Cage

Objective: Collect the Star inside the first cage.

Guide: This objective can be accomplished with the clock moving or frozen (see Course description) – the latter is easiest.

You begin the Course on wire mesh floor. On the right are some steps leading to a conveyor belt moving backwards. It leads to a cube which periodically rotates –



A backflip takes more time to line up, but it is quicker than normal jumping where you have to clamber up.

The Pit and the Pendulums

Objective: Collect the Star near the twin pendulums.

Guide: This objective can be accomplished with the clock moving or frozen the latter is probably easiest.

Follow the same route as for Star 1, but instead of jumping into the star cage, jump on top of it using a Back Flip. Follow the ledge down and around. Jump onto the moving yellow platform, then jump to the ledge with an orbiting Electrobomb. Climb up the pole – which has an extra life at the top of



Pick up an extra life from the top of this pole.



You could use his help to get Mario across the gap, but maybe not.



Watch out for the flame from that back ball – it's lethal.

you'll see it dip slightly before moving, so always watch out for this tell-tale sign.

Jump onto the cube (note two Yellow Coins above) and then across onto the ledge, while watching out for the swinging pendulum. There's a Yellow Exclamation Box at the start of this ledge with some Yellow Coins inside. Follow the ledge around to three cubes. Use the backflip to jump up them – it's faster than jumping and then clambering up. You can get across all three if you're quick, but it's quite easy to watch for the tell-tale warning dip and then jump as a cube rotates in

it. On the right there's an Energy Heart and another moving yellow platform.

On the left there's two coin-filled Yellow Exclamation Boxes and a Clockwork Mouse. The twin pendulums and Star 2 are to the left of this area. If the clock is moving, the rotation of a triangular yellow platform will make jumping to it and the platform beyond relatively easy, although a good camera angle is vital to correctly judging the leaps. If the clock is frozen, the leaps are a little bigger.

Once on the platform, some narrow walkways need to be negotiated to finally reach Star 2.



Leaping onto this triangular platform is tricky.



You can jump on or walk under this moving block.



Jump onto the cog, then forward to collect the Star.

time for Mario to land.

Follow this next ledge, watching out for a Stop which periodically pushes out from the wall. Run across the mesh floor where the first big hand rotates – watch out for the flame. Jump onto the ledge above the conveyor belt and Mario will come to some rotating cogs, note which way they're moving and jump up along them to another ledge. Follow this to some more rotating cogs just before a conveyor belt entrance to the star cage.

You can jump from the cogs to the conveyor belt for Star 1.

Get a Hand

Objective: Use the first hand to reach Star in wall niche.

Guide: In fact, the easiest way to reach this Star is to freeze the clock and use the same route as for Star 1, but instead of jumping forward to the conveyor belt, jump downward, push forward with the control stick and you should land in the niche beside the Star.

Alternatively, have the clock moving and follow the Star 1 route until you reach the first large hand. Wait for it to rotate around and then jump on its tip. Jump to avoid the flame if necessary. Wait on the tip until it's opposite the niche, then leap forward to collect Star 3.



The clock hand provides stylish transportation in this section of the game.



A small normal jump is all that's needed – don't overdo it! If you do, you will bang your head and fall.

Stomp on the Whomp

Objective: There's no need to stomp the Thwomp, merely leap on to reach the clock's highest Star.

Guide: This is a tough objective regardless of whether the clock is moving or frozen. The moving clock requires lots of patience and careful jumping, but is probably the best and intended way to collect the Star. Freezing the clock will nullify many hazards, but you'll need a precise walkkick to get up to the



When the clock's moving, this yellow platform acts as a lift.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

high ground and once under the Star some very fancy jumping is required.

Either way follow the same route as for Star 2, but instead of going left toward the twin pendulums go right to where the Energy Heart is. If the clock's moving, Mario can ride a yellow platform up to where a rotating, triangular platform can be leapt to. And from there to a cog and ledge.

(If the clock is frozen, then you need to jump on top of the yellow platform. Then run along it at an angle, then leap toward the wall and wallkick off it onto the ledge above. This looks tricky, but with a bit of practice can be easily mastered. If you miss, there's a strong chance you'll land on a platform below.)

Jump up to the next ledge, then use the cubes to make your way higher. Now jump forward to the ledge, Mario'll grab on with his fingertips, and go past the Moving Bars. You can run past them all, or pause halfway to be safe, stand between two Bars to avoid being pushed off. If you want, you can backflip into the cage above to get some Yellow Coins from a Yellow Exclamation Box.

Now you'll be confronted by three sets of conveyor belts, the first going right, the second left, the third right. Jump on then walk to the mesh mini-wall to guard as

you jump onto the next. On the right are three rotating platforms, a risky route to a Yellow Exclamation Box with an extra life. The Yellow Exclamation Box just in front has three Yellow Coins. Follow the ledge around and jump up onto two slowly rotating platforms. Wait for the right moment, then jump quickly and precisely.

On the right of the ledge you'll now see a large niche with a conveyor belt and a platform for the blue Thwomp. If the clock is frozen, you need to jump across to it from here. A good, normal jump will do. The Yellow Exclamation Box contains 10 Yellow Coin. It's possible to do a running triple jump with the last leap enabling Mario to wallkick off the wall and onto the platform – but it's very difficult.

If the clock is moving, carry on up the ledge and jump up two rotating triangular platforms. Now watch out for flame. There are two Yellow Exclamation Boxes here, the first contains about ten Yellow Coins, the second an extra life. Wait here for the large clock hand to come around. This will take Mario to just opposite the conveyor belt, at the end of which is the Blue Thwomp. You have to time a backflip jump to when the Thwomp has landed and then jump off for the Star. If you fall off, jump back onto the ledge and use the clock hand again.



Use the mini mesh walls when jumping between these platforms.



Watch out for the tiny gap between the conveyor belt and the Thwomp. It's easy to drop down by accident.



Jump from the triangle onto the cog, then onto the ledge. These constantly moving platforms are tricky to negotiate.

Timed Jumps on Moving Bars

Objective: Collect Star from inside cage beside moving bars.

Guide: Use the same route as for Star 4, but after the bit where the tricky wallkick is needed when the clock's stopped, don't use the cubes to get higher. Instead, go right to where Star 5 is caged in a large mesh structure. On the right are Moving Bars which periodically retract into the wall. A mesh floor means there's no risk of losing a life if you fall and with a little persistence it's quite easy. Note that it's possible to stand on a Moving Bar even when it's retracted into the wall, Mario will be pushed off only when the Bar springs outward. It's possible to avoid this by leaping.

Backflip on top of the right bar furthest from the Star, then jump normally to one just by the cage and finally leap forward for Star 5.



The moving bars' movement is worth studying as you will be using them soon.



You can stand on a bar even when it's retracted, but the small mesh is tough to reach.



About Super Mario 64: The wire mesh on this level makes it hard to judge distances, and you can often bang your head.

page
number

67

turn over for
more...



Stop Time for Red Coins

Objective: Find and collect all 8 Red Coins.

Guide: Although it's possible to get the Coins without stopping the clock, it's exceptionally difficult. As usual, Coins can be collected in any order but this our recommended route:

Go left, watching out for two Fizzing Bombs patrolling a mesh platform. Drop down to the next

platform. A Yellow Exclamation Box contains 10 Yellow Coins, and there's also a rotating Energy Heart if you lose energy from a fall. Backflip onto the first platform, then up to the next and Red Coin 1. The most important thing to realise is that the platforms are on angled walls so you can't jump from the middle of a platform to the next. Stand with Mario on the nearest tip, his back angled toward the next platform. Red Coin 2 is on this

platform as well. Backflip to next platform, then one after for Red Coins 3 and 4. Another backflip, then a normal jump to the nearby platform with Red Coins 5 and 6. Backflip up to the next platform for Red Coins 7 and 8.

Now drop down and go to the end of the two platforms where a small forward jump will collect Star 6.



The energy heart can be very useful initially.



Backflips give more time to steer a leap.



Don't forget this box right at the course's start.

Collect 100 Coins

Objective: Find and collect 100 Coins (or equivalent).

Guide: As long as you can make the wallkick trick outlined in Star 4, it's far better to have the clock stopped than moving. It makes collecting the eight Red Coins far easier and reduces the risk of accidental falls. Aside from the eight Red Coins, the most important single objective is the Blue Coin Box by the twin pendulums.



The coins appear after stomping the blue coin box.

Maximum Coin Score: 128 Yellow Coins (or equivalent)

- 7 Yellow Coins in plain sight.
- 68 Yellow Coins from Yellow Exclamation Boxes.
- 2 Yellow Coins by defeating

Fizzing Bombs.

- 7 Blue Coin (35 Yellow Coins) from Blue Coin Box.
- 8 Red Coins (16 Yellow Coins) located as above (Star 6).



Lots of coins in box above the six moving bars, you will probably need them by now.



Both these boxes contain useful coins.

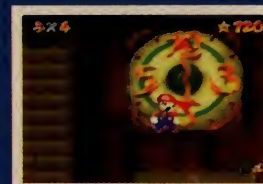


Be careful where you collect the 100th yellow coin.



My secrets!

If you enter at twelve o'clock, or three hour intervals thereafter then the gears pause. If you enter at any other time, the clock will be in motion but its speed can vary. Jump in at quarter past the hour and movement will be at its slowest. At half past movement will be chaotic. At quarter to, movement is at its fastest.



A Bit Extra!

1. At the top of the pole orbited by an Electroball.
2. In the Yellow Exclamation Box past three rotating platforms at the top of the clock.
3. In the Second Yellow Exclamation Box at the top of the clock, by the second large hand.



Perform a handstand to collect this life.



It's really not worth going for this extra life.



It's a tough trek getting to the top of the clock.



Rainbow Ride

Entry Requirement: Second Big Key (see Bowser World Two) and 50 Stars.

Location: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Continue up staircase and turn right up second staircase. Go through the red door with the Big Yellow Star. Mario will enter a room with a giant clock. Turn right again and either Back Flip or Double Jump to land on top of a brown block. From here, take an angled running jump into the square hole in the wall. Once inside this niche, drop down into the brick-edged hole in its centre.

Description: This extravagantly tough level is set amongst the clouds, with various floating structures linked by Magic Carpets that ride along rippling rainbows. There's no end-boss as such: the principal obstacles are a fiendish Course design and a very long drop if you make a mistake.

The Course begins on a stone circle with a bridge leading to a Magic Carpet. Once you step on it, the carpet will begin moving along a semi-circular track which runs past another stone circle and flamejet (duck!), before finishing at a stone platform. After this are four rotating stone circles and three different directions to take:

1. Straight ahead is the Red Coin Stone Maze, a large vertical maze of devilish construction.
2. On the right is the start of another Magic Carpet trip, a second junction offering the choice of visiting the Flying Ship (left) or the Floating Building (right).
3. On the left is a pole, the top of which is level with two Stars to the left and right. Unfortunately, getting to them requires going down the pole to the start of a long platforming section with lots of swings and flamejets along its route.

Cruiser Crossing the River

Objective: Collect the Star from the Floating Ship.

Guide: From the start, ride the Magic Carpet to the four rotating stone circles and go right. Ride a second Magic Carpet, taking care to jump over various obstacles along the way.

The Carpet will take you to two more Magic Carpets. Walk onto the right one, which will begin a



The flamejet gets Course 15 off to a fiery start. Duck!

The Big House in the Sky

Objective: Collect the Star from on top of the Big House floating in the sky.

Guide: As with Star 1, ride the Magic Carpet from the start to the four rotating stone islands. Go right and ride the Magic Carpet. This time, however, when it stops take the right not the left Magic Carpet. This will immediately go under three wooden platforms, duck under them, and then wait for a big vertical glass slab. The trick here is to stand in the middle of the carpet and wait under the slab has pushed Mario right to the end. Jump then and you'll be sure Mario will grab the slab's top. Quickly jump from here back onto the Carpet. Do this twice and the Carpet will take Mario through the Big House for the first time.

The key hazard in the Big House is its fire place which periodically shoots out flame. Don't worry about your camera angle, that will become fixed so concentrate on avoiding the flame. On the first pass, it shoots out at about the same time the Carpet

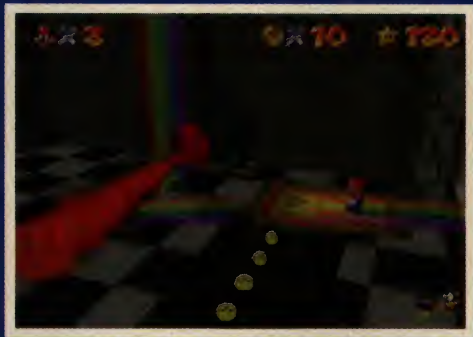


The floating big house awaits you. Just be sure to get off.

changes direction and jumping it isn't too difficult. (But if Mario is burnt, it's almost impossible to get back on the Carpet and the only way forward is to go back to the start, either using the warp or jumping off the outside platform to the Stone Maze.)

After dodging the flame for the first time, the Carpet will go out of the House and circle around through two more glass slabs. The key here is to note the Carpet's angled path and not simply run straight across the slabs' tops.

As the Carpet descends into the House's centre again, prepare to jump the flame again. Alternatively, jump off the Carpet, jump over the flame's projected path to where the rainbow path goes vertical and get back on the Carpet there. You've six seconds to do this before the Carpet disappears. After the Carpet takes Mario to the roof, quickly jump off as the Carpet will drop as soon as it arrives. The Star is easily visible, while the Yellow Exclamation Box contains an extra life.



Watch out for that periodic flamejet from the floating house's fire place.

slow, circling ascent. The first hazard is a rotating stone circle with two wooden platforms. Its bottom shoots out blue flame, but fortunately this doesn't seem strong enough to reach Mario.

The easiest option would be to leap onto the wooden platforms and then wait for the Magic Carpet to finish its two loops around the stone circle. Unfortunately, the Magic Carpet will disappear six seconds after Mario leaves it. (If you do get stranded, there's a nearby pole which can be leapt on offering a route back to the start.)

The key is to jump on, or clamber over the wooden platforms and keep with the Carpet until it gets past this section. There's an extra life at the centre of the stone circle, but it's not worth bothering with.

After this the Magic Carpet comes to four blue blocks which,

again, have to jumped on or clambered over. Jump over the first, onto the second and then directly to the third, tall one. Now drop down onto the Carpet and jump over the fourth, with a nastily angular top. It's a tough jump and back flipping over it might be best. Mario'll now land on the first of three wooden platforms, which will immediately begin to fall. Quickly move to the last and then backflip onto the wooden platform fixed to the Ship's floating dock. Now walk over to the Ship – be careful on the plank and expect a gusting wind as soon as you touch the Ship. There's extra lives on the Ship's prow and at the top of the mast if Mario does a handstand there.

The Star is at the Ship's prow. Mario'll have to jump onto the forward section, but as long as he walks into the wind (rather than jumping) he'll have no trouble.



Jump onto the block and then duck under the next one. It's starting to get tricky.



Take the left carpet for the floating ship.



The blue flame is easily avoided by ducking at the right moment. Timing is the key.



Those wooden blocks ahead will soon start to fall...



And here's the ship you need to reach. The Star is at the ship's prow and you'll have to jump onto the forward section to reach it.

Super Mario⁶⁴

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If Mario falls out of the stone maze, backflip onto the moving yellow platform to get back up.



go back onto the second step and backflip onto a ledge for Red Coin 3. Jump forward for Red Coin 4. Ideally, you should use a small jump to get this and immediately jump again – getting a longer double jump – to reach the next ledge for Red

Coins Amassed in the Maze

Objective: Collect 8 Red Coins from the Stone Maze.

Guide: From the start, ride the Magic Carpet round to the four rotating stone islands. Go straight ahead, jumping either to the left or right island and the last final one. Ahead are two grey stone platforms, and one Yellow Moving Platform. Go along these to enter the Stone Maze.

Once inside, go forward toward the end of the ledge, then backflip up to the ledge behind you. Now jump forward and walk ahead for Red Coin 1. Watch out for flame. Now go back to the start of this ledge. Jump up two ledges, right and then left, then go forward and drop down for Red Coin 2. Now return to where Mario dropped down, but instead

Coin 5. Now jump back two ledges so Mario is against a wall. Backflip up onto its narrow top. Now line up Mario for a long leap to Red Coin 6 floating in space. After collecting this Mario should end up holding onto the edge of the wall. Climb up this and drop down on the other side for Red Coin 7. Now drop down, carefully timing it so the Moving Yellow Platform is underneath, and go along this back into the Maze. Do a long Running Jump to reach Red Coin 8 on a platform just above where the Star appears.

Obviously, you don't have to follow this route as the Red Coins can be collected in any order. If you get lost, simply pause for a useful zoomed-out view. If Mario falls, you'll need to Back Flip onto the Moving Yellow Platform to get back into the Stone Maze.



Use a long running jump to reach Red Coin 8 as it is way over on the far ledge.



Just like this in fact. Now you have all the Red Coins, the Star will appear.

Swingin' in the Breeze

Objective: Collect Star from Stone Island.

Guide: Descend the pole, watch out for Pink Copter, drop down onto See Saw platform and use it to jump onto gray block. Jump down onto the Blue See-Saw Platform (it's got a sticky surface so don't worry about sliding off on a steep angle), and from there onto three wooden platforms and then another

See-Saw platform and three more wooden platforms. [If Mario falls, there's a reasonable chance of landing on the stone platform below where a Yellow Exclamation Box contains an extra life.]

There are some coins on the last platform, but ignore these. The platforms will soon drop, so backflip from the first one onto the first of three wooden platforms behind and above you. Move slowly across these to correctly time a leap onto the stone block while avoiding the



Mario slides down at the start of this objective. You know that this course will contain many perilous gaps in the platforms.



Skillful players will use the Copter for a free lift, but it's not exactly an easy route to master at all!

Tricky Triangles!

Objective: Collect the Star just past the tricky Yellow Pyramid Platforms.

Guide: Follow the Guide for Star Four until the stone platform at the bottom of the steep wooden slope. From this stone platform, jump onto three wooden platforms, run over slope and down onto more wooden platforms, watching out for the flamejet. Next there's a stone platform with a Purple Exclamation Switch. Stand on it and watch as the Yellow Pyramids flatten out for about 15 seconds. The problem is, that once the Pyramids unflatten if Mario's not standing in the middle there's a good chance he'll slide left or right, and off the Course altogether. So if an attempt is going badly, quickly drop down onto the stone platform below to avoid this happening. One technique is to jump up the first two platforms, then turn around and backflip onto the one above and then go forward for the final stone platform and Star 5.



There's no time for hesitation, the pyramids will soon unflatten and you won't be able to cross.



You'll have to be very fast to make it up this lot!



Getting burnt at this late stage would be tragic. Just think of all that hard work wasted.

flame jet. Pause on the stone block and judge your leap onto the next three wooden platforms in time for the arriving of a moving yellow platform. Jump onto the next stone platform.

On the left is a steep wooden

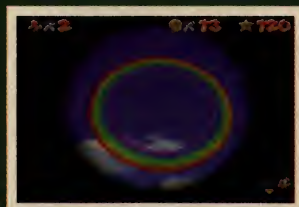
slope. Jump up to the first tiny ledge, then carefully jump using a small, angled leap to the next and then the third. Now use the swinging platform to get to the stone island, watching out for the flamejet, and collect Star 4.



Walkkick up the passage directly above the heart.



It's not easy reaching this Bom-omb Buddy.



Aim like this to reach the secret island.



The cannon pit is directly behind Mario.

Somewhere Over the Rainbow

Objective: Use the Floating Ship's Cannon to reach a Secret Island.

Guide: The first objective is to activate the Cannon. To do this you must chat with the pink Bob-omb Buddy who lives on the top floor of the Red Coin Stone Maze (see Star 3). To reach him go to the base of the Stone Maze – beyond where Star 3 appears is a Blue Coin Box. Just beyond this is a vertical passageway. Mario must run toward the near wall, wallkick up and backward to the end wall, and then continue upwards until Mario lands on the top floor. (Incidentally, this is where most of the Blue Coins appear.) After activating the Cannon, Mario should walk to the end of the floor where a light blue platform will carry him downward. From here, use the Guide for Star 1 to reach the Floating Ship.

The Cannon is at the stern, or rear of the Ship. Watch out for two Bombs and a Bad Lakitu, but there's a circle of Yellow Coins if you do take damage. Carefully jump onto the rear section and slowly move toward the Cannon. Once inside, line up the horizontal crosshairs on the island's blue pole, then set the vertical crosshairs through the middle of the rainbow circle. Mario should now quite easily catch the pole. There's a Purple Bully on the island, so move quickly to avoid him and collect Star 6 from inside the Yellow Exclamation Box.

Collect 100 Coins

Objective: Find and collect 100 Coins (or equivalent).

Guide: Given the difficulty of the Course, this isn't an easy objective and particular care should be taken not to collect the 100th Coin somewhere which makes the Star's appearance tricky. It's also not wise to combine this objective with Star 3, since arranging a route which ends near the Stone Maze isn't easy. In fact, the Stone Maze is best as the first main objective. As you can see from the Coin Breakdown, the Blue Coins are almost essential. However, once you bottom bounce the Blue Coin Box you'll have around eight seconds to wallkick to the top floor. This leaves little margin for error, particularly as collecting the top Blue Coins is a initially little tricky due to the 3D. So before attempting any other difficult Coins, begin here. Practice the wallkicking, then when confident get the Coins. If you get them all you're well on your way. Next go for the Red Coins, then the lower course (Stars 4 & 5), then go to the Floating House (using the warp to return to the Stone Maze) before continuing to the Flying Boat if you actually need to.

Maximum Coin Score: 136

Yellow Coins (or equivalent)

- 85 Yellow Coins out in the open and won by defeating enemies.
- 7 Blue Coins (35 Yellow Coins) in the Stone Maze.
- 8 Red Coins (16 Yellow Coins) located as above (Star 3).



Only the brave will try and collect coins from attacking this Lakitu.



Getting coins from this bully is a desperate move as he's well 'ard!

My secrets!

No secrets here!

A Bit Extra!

1. Pole left of three rotating islands at start.
2. Above island near Floating Ship.
3. The top of the Floating Ship's mast.
4. The Floating Ship's prow.
5. Above blocks on way to Floating House.
6. Floating House's Yellow Exclamation Box.
7. Yellow Exclamation Box on Stone Platform before Stars 4 & 5.
8. Above the last pyramid platform (Star 5).



An extra life at the top of the pole that it left of the three rotating islands.



Don't forget the extra life at the end of the floating ship.



Warp Out!

[Each warp is a two-way corridor and remember, Mario must be moving slowly.]

- 1.1: At the end of the platform outside the Floating Building's main entrance.
- 1.2: Just under the Yellow Exclamation Box on top of the Stone Maze.



A warp is to be found at the end of the platform outside the floating building's entrance.



CASTLE SECRET STARS

The Princess's Secret Slide

Entry Requirement: 1 Star.

Location: Go up the central staircase, then enter the first door on the right. Inside, Mario will see three stained glass windows, each portraying the Princess. On the left is a message from the

Princess, asking Mario for help and telling him about secret passages. Jump through the right window to access a particularly fun one!

Description: A giant slide with lots of coins and extra lives.

Star 1 Guide: Simply make it to the bottom of the slide and the jump into the Yellow Exclamation Box there. For most of the slide's length there are raised barriers to stop Mario falling off. Remember, pulling

back on the Control Stick you can slow Mario's descent dramatically.

Star 2 Guide: You have to get to the bottom in 20.9 seconds or less. To do this, you need to start with a special jump – run forward, jump then press B to dive forward onto the slide at high speed. Hold the Control Stick forward almost the entire time, only briefly easing off as you make quick turns on the last few, tight corners – hitting the walls will severely reduce speed.



Jump through the window on Mario's left to find the Princess' secret slide.



This is the Princess' secret slide. This is an ideal place to rack up the extra lives.

The Secret Aquarium

Entry Requirement: 3 Stars.

Location: Enter the first door on the right in main hallway of Princess Toadstool's castle. This will take you into the room with the entrance to Jolly Roger Bay (Course 3). Instead of jumping into the painting, turn around and you'll see two niches high up on walls either side of the entrance door. The right one is the entrance to the Secret Aquarium. The left one contains a very useful extra

life.

Description: The Secret Aquarium is a large cube-shaped room, filled with harmless fish. There's no air, so you must use the Coins to top up Mario's energy. There are no exits other than by drowning or collecting the Star.



The secret aquarium. Swim through the coins and gather all the red ones for the castle's secret star.



The entrance to the aquarium is hidden high up. You will need to do a backflip jump to reach it.



Yes! Mario has succeeded in getting the castle's secret star. Well done.

Guide: To earn this Star you must find and collect all 8 Red Coins.

Each of Red Coins 1-4 float opposite the middle of one of the four octagonal windows. They are also surrounded by circles of eight Yellow Coins.

Each of Red Coins 5-8 are positioned on the floor in one of the room's four corners.

The Star appears in the middle of the Aquarium's floor, beneath 8 Yellow Coins.

Extra Lives

1. There are a total of 56 Coins available (including the 8 Red Coins) so getting the 50 needed for an extra life isn't that difficult.
2. In the niche opposite to the entrance of the Secret Aquarium.



Some of the red coins are hidden on the floor of the aquarium.

Rabbit Secret Stars

Entry Requirement: 15 Stars/50 Stars & Bowser World 1 Basement Key.

Location: Castle Basement. Enter one of the two central doors in the Castle foyer, go immediately down the nearby staircase and open the door using the Big Key. Go down the marble steps and into the green sewer area. Go through the first door to enter the Basement.

Description: The Basement is a small, water-logged maze around which the Bunny happily scampers.

Star Guide 1 & 2: When you



Catching the rabbit is one of the annoying and frustrating challenges in the entire game. Argghhhh!

STARS

Extra Lives

1. On the slide itself.
2. Jump just behind the Yellow Exclamation Box platform and an extra life will appear.
3. As usual, collecting 50 Yellow Coins will reward Mario with a Star when he exits. Bottom Bounce the start Blue Coin Box to materialise a line of Blue Coins raising the Maximum Coin Total to about 80.



Successfully nab the rapid rabbit and Mario is rewarded with a fountain of gold coins. Is that all? We expected a knighthood!

enter the Basement, on Mario's left there's a short corridor which leads to a Toadstool. On the right, a longer corridor leads to the fiery painting entrance to Course 7. On its left a short corridor leads to the blank wall entrance to Course 8.



Three Toadstool Friends

Basement Toadstool

Entry Requirement: 1 Star.

Location: Castle Basement. Enter one of the two central doors in the



Talk to the Toadstool man for a very easy star.



The reward animation is done in real time, but still looks great. Who needs FMV?

This dead-end and the one beside the Toadstool are probably the best places for catching the Bunny. He'll pause in the far corner of both regions, standing still until Mario gets close enough to trigger his running, diagonal escape.

Mario should slowly tiptoe toward him, then either try a diving leap (jump, then B to dive forward) or wait for the Bunny and grab him using B. Neither approach is easy, but running after the Bunny and making diving leaps to catch him is a lot harder and more frustrating!

Once caught, the Rabbit will protest he's very late and must make haste, just like the rabbit from Alice In Wonderland. To rush away to his tea time date, he'll reluctantly surrender his present from Bowser: a Power Star. After being caught once, the Rabbit will disappear until you get 50 Stars after which he'll reappear having apparently been given another Star. Follow the same procedure as before to nab him.

Castle foyer, go immediately down the nearby staircase and open the door using the Big Key. Go down the marble steps and into the green sewer area. Go through the first door and bear right. Keep going forward until you're before a fire picture. Don't enter this but turn right. You'll see a door with a Yellow Star on it. Go through the door and walk around the Metal Pool to find the Toadstool.

Guide: Press B beside the Toadstool for him to chat to Mario, warning Mario about losing his cap



Speak to the Toadstool man on the second floor to get this Star.

Second Floor Toadstool

Entry Requirement: 2nd Bowser Key.

Location: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and through the door. Now circle around the room to be exactly opposite to where you enter. There's a tiny picture of some mushrooms beside a Tall, Tall Mountain. Toadstool is standing nearby.

Guide: Press B beside the Toadstool for him to chat to Mario, providing a hints about Course 11's water level and Course 10's secret mirror room entrance. He'll then present a Star.

Third Floor Toadstool

Entry Requirement: Second Big Key (see Bowser World Two) and 50 Stars.

Location: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and then turn right. There's a second staircase there. Go up that and through the red door with the Big Yellow Star. Mario will enter a room with a giant clock. Toadstool 3 is just to its right.

Guide: Press B beside the Toadstool for him to chat to Mario, providing a hints about how entering Course 14 at various time affects its workings. He'll then present Mario with a Star.



Once the star has been collected, the Toadstool man disappears forever.



Another easy Star for Mario. Just chat to the Toadstool man and you get an instant bonus.

Volume One

Wing Mario Over the Rainbow

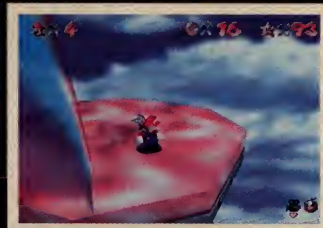
Entry Requirement: 2nd Bowser Key and 50 Stars.

Location: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and then turn right. There's a second staircase there. Go up that and through the red door with the Big Yellow Star. Mario will enter a room with a giant clock. Go left and backflip on top the platform, then jump diagonally forward into the hole in wall.

Description: A challenging sky level consisting of multiple cloud and mini-island floating platforms.



Flying is usually good fun, but this is one of the game's most demanding levels require careful planning.



Be quick, there's no Red Exclamation Box on this island, so use the cannon before Mario's Wing Cap wears off.

rainbows as guides to finding the clouds, but don't worry if you miss one or both. Simply proceed to the bottom platform, which is easy to land on, then use the Cannon to launch new flights to find Coins 2 and 3.

Red Coin 4 is on this platform, as is a second Cannon.

Fortunately, there's a green pole to make landing easier – simply fly into it and Mario will catch hold.

Chat to the Buddy and activate the Cannon. Aim directly at the sun to get the altitude needed to reach the Cannon just by the start cloud. There's no Red Box here, so quickly jump into the Cannon and aim over the highest cloud. Be prepared for a bottom bounce landing as you soar over it.

Now collect Red Coins 5 and 6, an extra life (from the Yellow Box) and a new Wing Cap. Jump off and fly over to the dark cloud for Red Coin 7. Then quickly bank around and head back to the high cloud, dipping down to pick up speed so that you can fly into one of the green poles underneath the cloud. Climb up then jump to grab the central pole. Carefully use Mario's hat as pointer for the jump, and don't be so close to the cloud you hit it and bounce off. Then climb down and collect Red Coin 8.

Now drop down to the cloud below. The Start Cloud is just across and slightly below. Collect a new Wing Cap and you'll be able to practically glide over with no problem.

And that's it!



Drop down the portal to reach the secret rainbow level. The toughest test of Mario's flying skills in the entire game.

Guide: This is one of the tougher Secret Stars. If you fall out of the level you won't lose a life, but you will drop into the lake outside the Castle and that's even more irritating! (You'll also suffer this annoyance if you fly too close to the sun.)



Shoot here to get the best positioning for Mario.

Mario begins by landing on a cloud near the top of the level. Red Coin 1 is immediately beside him, as is the shadow of the Star so you know you have to return here. There's also a Red Exclamation Box – a lot of these are scattered around the level and



Be careful, getting this far and then banging your head with an ill-judged jump will send you plummeting out of the level.

you should always make a point of renewing your Wing Cap when given a chance. Wing Caps last a minute each, but you can't be too careful.

Red Coin 7 is above Mario in a dark, insubstantial cloud which you can't land on but can fly through. Red Coin 8 is suspended below a large, solid white cloud which is even higher. Red Coins 5 and 6 are on top of the cloud.

The first objective is to find a way of getting up there, which means a Cannon. This is actually just a little lower than the start cloud in a pink island. To activate it you need the Bob-omb Buddy who's on an island near the level's bottom.

Red Coins 2 and 3 are on small, solid white clouds between this platform and the Start platform, as is an extra life in a dark, insubstantial cloud. It's a good idea to get these two Coins on the way down. Use your shadow to time a bottom bounce – instantly braking your speed and flight for a landing. Collect the Coin and new Wing Cap, then continue on to next. Use the



The green pole provides an extremely useful means for Mario to make a safe landing. Normal landings usually see him sliding off the edge!



Unconventional but effective – fly straight into the Red Box for an abrupt, but effective landing.



Ka-pow! Mario shows off his class with a bottom bounce on top of a Red Exclamation Box. This is the ultimate landing technique!



SWITCH CAPS



Tower of the Wing Cap

Entry Requirement: 10 Stars.

Location: When you collect 10 Stars, a ray of sunshine illuminates star emblem in the Castle Foyer. Stand on the emblem, press the top yellow button to zoom in, then look into the light to be transported into the sky.

(Although the light will vanish after Mario's first visit, you can always return by looking up as before.).

Description: The Wing Cap Tower consists of three rainbows and four towers surrounding a castle turret. Flying too close to the sun returns Mario to the Castle Foyer.



This ray of sunlight isn't just a pretty effect, stare up into it to transport Mario to the Tower of the Wing Cap.



Bank in steeply and perform an airborne bottom bounce for an instant, but safe landing.

Cap. Swoop down and fly around anti-clockwise to collect four pairs of Red Coins. The first two are straight ahead, fly precisely between them so each of Mario's hands touch one. Now turn sharply

left and dive down toward the next two and so on, until all eight are collected and the Star appears above the tower by the Red Switch. The Wing Cap won't last long so you must get every coin on your first pass, remembering to turn in tight for the Star itself. Although there is a Red Exclamation Box on the tower, you won't be able to get enough lift to use the Wing Cap from here. Precise, accurate flying on your first flight is the only way to do it!



Army tactics: if you steer straight between paired coins, Mario's arms should collect them both simultaneously.



Cavern to the Metal Cap

Entry Requirement: 1st Bowser Key.

Location: Course 6's Underground Lake. Enter one of the two central doors in the Castle Foyer, go down the staircase and open the door using the Big Key. Walk down the marble steps and into the Green Sewer area. Go through the first door and bear right. Keep going forward until directly before a fire picture, then turn right. Go through the door with a Yellow Star and jump into the liquid metal pool. Now bear left and Long Jump across the pit. Go right across red scaffolding by the Black Hole, then jump onto the green path.

At the end of the path there's a door on the right, inside a big Elevator descends to the Underground Lake. Swim toward the blue Beast and jump out of the water onto its back. Bottom bounce its back to lower its neck. You can now walk up and stand on its head. Guide it toward the door with a red scaffolding platform before it.

Enter door and follow corridor to second Metal Pool.

Description: The Metal Cap Cavern is basically a long tunnel with stone platforms and a bridge over it. At one end of the canal is the Green Cap Switch, at the other end is a waterfall which deposits Mario in the Castle Moat's waterfall – be careful of the current dragging Mario here!



Objective 1: Activate the Green Switch.

Objective 1 Guide: Mario begins wearing a Metal Cap, so hurry forward through the Shooters guarding the entrance. When you arrive at the canal, a sign tells Mario he should go left for the Switch. Jump onto the next platform, using the Metal Cap to kill the Shooter. Jump left and kill the final Shooter,



Ker-blam! Mario stomps the switch, activating all the Red Exclamation Boxes throughout the game.



Jump into the liquid metal pool to reach the Metal Cap Cavern, sneakily hidden by the Underground Lake and its placid Beast.

then carefully walk over the narrow bridge. Now forward across two platforms and stomp on the Green Switch!

Objective 2: Collect All 8 Red Coins for a Secret Castle Star.

Objective 2 Guide: As usual, you can collect Red Coins in any order but here's our recommended route.

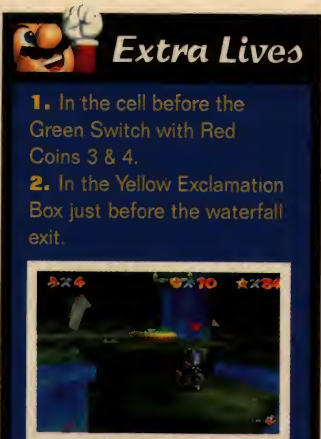
Red Coins 1 & 2 are beside the Green Switch, while Coins 3 & 4 are in a little cell just before the Switch. Now make sure you've got a fresh Metal Cap and jump into the water beside the Green Switch. Red Coins 5, 6, 7 and 8 are arranged in a circle around the Green Switch Platform, with the Star appearing in the middle of some Yellow Coins. You must be quick because the current is very strong and, without the Metal Cap, Mario will be quickly swept away. Fortunately, the current weakens later on and Mario can leap out onto a platform.



Metal Cap usage allows Mario to walk into the fast-flowing current without fear.



Red Coins and extra lives are hidden in this little niche. Patiently explore everywhere to get all eight Red Coins.



Metal Cap weight is the only way you'll get all the extra lives.



Vanish Cap Under the Moat

Entry Requirement: Bowser's 1st Big Key opens the Basement.

Location: Enter one of the two central doors in the Castle Foyer, go down the staircase and through the door. Go down the marble steps, through the first door into and bear right, then take the next right turn to arrive at a plain wooden door. Enter and continue forward, swimming through water until Mario arrives in a room with two pillars in a pool of water. Bottom bounce them both to drain water. Now you can open the metal door and exit into the Moat which is free of water. Go right to find the entrance.

Description: The Blue Switch Palace consists of a long metal slide down to a broad ledge. Fire patrols both ends of the slide after which the course twists around leading into a series of see-saw and rotating platforms before the Blue Switch.

It's a good place to collect extra lives because there's lots of them and falling off into the pit won't cost a life, merely depositing Mario in the Moat's waterfall.

You should also know Mario can crawl up the start slide. When standing on a horizontal surface, press Z to start crawling then move onto the slide. You can crawl anywhere on the slide—but it's very slow.



Objective 1: Activate the Blue Switch.

Objective 1 Guide: See Objective 2 Guide, but ignore Red Coin advice as necessary.



Dizzying drop ahoy! It's a big slide and you'll need to bottom bounce at its end to prevent Mario sliding off into oblivion.



Drain the moat to open up this entrance to the Vanish Cap Under The Moat switch palace.

Objective 2: Collect every Red Coin.

Objective 2 Guide: Coins can be collected in any order, but for this Course the following route is recommended.

There are four Red Coins on the first, slide section. From the start, walk forward and look down to see Red Coin 1 on a platform near the right wall. Slide down to collect it, remembering to jump just before the platform to brake Mario's speed.

Now look left to see Red Coin 2 on the next, middle platform. You can jump there directly, at the cost of 2 Energy Units on impact, or do small jump and slide to it.

Use the same procedure to jump to the next, left platform. Collect an extra life from the Yellow Exclamation Box, then jump to the right, middle platform for another life, and again to the right for one more life.

Now you can see Red Coins 3 and 4 on platforms to Mario's left. Jump over and collect them, then slide down. Run around to the left, avoiding flames, and jump onto the see-saw platform. Then jump up and run forward, avoiding flame and Electrobomb.

You're now on a platform at the start of the rotating platforms. These all flip over at the top of their movement, so you must jump off before this happens. Leap from the first platform onto a See-Saw with Red Coins 5 and 6 at either end. Balance the See-Saw to



Slowly does it. You don't want to have to crawl your way back up this huge mountain face.

collect them. Then jump onto the next check platform as it rises, quickly jump forward onto the next descending platform and keep with it as it begins to rise. At the top of its movement is Red Coin 7, carefully jump forward just before it flips to collect the Coin and move to the next, ascending platform. Jump off this just before it flips to reach the end section.

Jump on the Blue Switch, then use the Blue Exclamation Box for a Vanish Cap to walk through the red scaffolding. Collect four Yellow Coins for an extra life, and Red Coin 8 for a Star!



Chequerboard platforms have a tendency to flip over. You must patiently learn their routines.



Vanish with the Vanish Cap and walk through the mesh wall to collect another Star.



Small jumps keep the See-Saw platform in rough balance, giving Mario time to think.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99



BOWSER WORLDS

Super
Mario⁶⁴

77



Bowser in the Dark World

Entry Requirement: 8 Stars

Location: Behind the Big Star Door on the left of the main hallway's staircase there's a long corridor, complete with red carpet, which leads to a portrait of Princess Toadstool. You run toward her and... the painting morphs into one of Bowser and a trapdoor drops you into the Dark World.

No amount of practice will let you Long Jump over the trapdoor; you must defeat Bowser to progress!

Description: The Dark World consists of a long, elaborate course which doubles back on itself with moving platforms, see-saw platforms and some nasty traps.

NB: One of the toughest parts of this level is the confrontation with Bowser. However, if Mario is killed by Bowser he only goes back to the point immediately before the confrontation – if Mario still has some lives left. For this reason, it's a good idea to stock up on lives before entering this level – try the Princess's Secret Slide. There are also plenty of extra lives to be collected on the level itself; see below for details!

Objective 1: Defeat Bowser and win the Big Basement Key.

Objective 2: Find and collect all eight Red Coins for a Castle Secret Star.

OBJECTIVE
1

Guide: Walk forward, either leap over or tiptoe along narrow bridge. Beware flamejet by Purple

Exclamation Switch. Step on moving blue tile and let it carry you around. Walk up and around stone path – watch out for flamejet. Drop



Metal Mario can withstand searing heat and flamethrower traps without raising a sweat. It soon runs out though!



Watch out, Red Coins are hidden everywhere so don't simply run past the enemies expecting the Coins to be out in the open.

onto blue ledge, then jump onto rotating blue platforms. Jump onto grey platform.

Bottom bounce three Goombahs if you need extra energy. A Yellow Exclamation Box contains an extra life. Walk up the wooden bridge. The Blue Stone bridge is studded with blue crystals, around which rotate electric bombs – if Mario touches one, he'll lose one Energy Unit. Carefully avoid them.

There's a Red Coin hidden here, by the third crystal, which you should watch out for if you need Energy. Jump onto the yellow platform as it comes toward Mario and then onto the stone platform. Collect the three Yellow Coins from the Yellow Exclamation Box. Drop onto the yellow platform as it's moving away from Mario and jump onto the stone platform.

Step onto the moving blue tiles, moving off onto the right moving tiles and then the blue stone platform. You will now see two See-Saw platforms. Jump onto the nearest one and stand in the middle of its nearest half. Wait until it has see-sawed downward, then run upwards and jump onto the second, higher see-saw platform. Jump onto the blue stone platform.

Drop down onto the Purple Exclamation Switch and go up the staircase which it forms. Read the sign and jump into the Green Pipe!



Yes! Mario reaches the end and can look back at a demanding Course.

OBJECTIVE
2

Guide: Coins can be collected in whatever order you like, but this is our favourite

route:

Red Coin 1: At the Start.

(Although you won't notice it initially, there's a Red Coin floating on the right. To collect it, go forward and, while avoiding a flamejet, step on the Purple Exclamation Switch.* Mario now has 15 seconds to return to the start and walk along temporary wooden crates to collect the Coin.)

Red Coin 2: By Purple Exclamation Switch.

(Press the Purple Exclamation Switch to materialise a wooden crate underneath Red Coin 2 – directly opposite the flamejet.)

Red Coin 3: Third Crystal On Stone Path.

Red Coin 4: Second Half Of Yellow Platform.

(Swing your perspective round as you're standing on the stone platform to see Red Coin directly below. Wait until the platform's moving away, then drop down to collect it.)

Red Coin 5: Blue Moving Tiles.

(Stand on one and let it carry you around.)

Red Coin 6: On The Spiked Platform.

(When you arrive on the platform by the See-Saw platforms look around and you'll see a narrow wooden bridge leading to the Spiked Platform with an Electrobomb and a Red Coin. The Yellow Exclamation Box contains an extra life.)

Red Coin 7: By The See-Saw Platforms.

(To the left of the See-Saw Platforms is a narrow blue stone ledge with columns rising up to support the Platforms. Between the first two columns, and the two after that, there's extra lives. Between the final two is a Red Coin. The key here is to remember Mario won't fall off as long as he's moving slowly. Always adjust the perspective for the best view.)

Red Coin 8: The Platform Above the See-Saw Platforms. (You need to be on the second See-Saw Platform and angle it so you can run and jump onto the middle platform above. There's an extra life on this and you can jump from here to the next platform and the Red Coin.) The Star will appear behind the Green Pipe at the level's end. When you collect it, you'll be given the option to save the game. Either way Mario can proceed to face Bowser.



Relax, all you have to do is jump onto the platform and let it carry you around to Red Coin 5. If you miss first time, simply for the second rotation.



Extra Lives

1. In the Yellow Exclamation Box on the island with the two Goombahs.

2. In the Yellow Exclamation Box beside Coin 6 on the Spiked Platform.

3 & 4. On narrow ledge beside Red Coin 7.

5 & 6. On platforms above See-Saw Platforms beside Red Coin 8.



Extra lives are extremely valuable for that confrontation with Bowser.

About Super Mario⁶⁴: Bowser hasn't changed since the Super NES incarnation.

page
number

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turn over for
more...

Volume 1 1ST CONFRONTATION

Damage Potential: 2 Units on Contact. Up to 3 Units if caught by Bowser's Fire Breath or an impact shockwave.

Attack Pattern: When Mario is relatively close, Bowser will slowly move toward him and use his flame breath. Individual flames will keep burning even after Bowser stops, so watch out for that. (When these flames die out, Yellow Coins often appear which are vital for restoring lost energy.) If Mario is far away, Bowser will leap toward him. His objective isn't really to land on Mario, but the shock waves in the vicinity of his landing drain 3 Energy Units (Mario can avoid this by either running away or jumping as Bowser lands).

Guide: The instant Bowser ends his warning speech, Mario should run behind him and grab his tail using the B button. Rotate the Controller Stick to spin Bowser around and then press B to release him. To defeat Bowser, Mario must throw him into one of the spiked battlefields. If you miss a bomb with your first effort – under normal circumstances, the nearest bomb at the start is just to the left – then one useful tip is to stand near a bomb so when Bowser attacks, Mario can grab him and easily hurl him against it. Ka-boom!

Reward: Bowser will grudgingly hand over the Big Basement Key.



Pants on fire – Bowser's attack is embarrassingly direct.



Another key gives you access to a whole new realm.

COURSE 2 Bowser in the Fire Sea

Entry Requirement: Course 9's Star 1

Location: Castle Basement. Enter one of the two central doors in the Castle foyer, go down the staircase and open the door using the First Big Key. Turn left and go through the Big Red Door with a Star on it. Straight ahead is a rippling water wall – the entrance to Course 9: Dire, Dire Docks. You must collect Star 1 from this Course before the Fire Sea entrance appears.

Description: The Fire Sea is awash with flame and fiendish traps. Unlike the Dark World, falling off a platform isn't usually fatal but you'll need fast reactions to steer a singed Mario back onto the Course after touching the Fire Sea. Once again, one of the hardest challenges is Bowser and if you lose you jump back to the Bowser confrontation entrance. So stock up on lives before entering the Course so you can keep returning to this fight.

Objective 1: Defeat Bowser and win the Second Big Key.

Objective 2: Find and collect all eight Red Coins for a Castle Secret Star.

OBJECTIVE 1

Guide: Walk onto the mesh platform, then jump onto the concrete block as the mesh platform will descend into the

OBJECTIVE 2

Guide: As usual, Coins can be collected in any order but this our recommended route.

Red Coin 1: On Mesh Platform.

(Walk up the mesh walkway which leads off to the left from just before the first Bully.)

Red Coin 2: On Rotating Stone Platform

(Jump a few times if the the platform's angle becomes too steep under Mario's weight.)

Red Coin 3: In Mesh Room. (Adjust the camera angle until you spot the Coin, then use a backflip or double jump to collect it.)

Red Coin 4: Below Grey Stone Elevator.



Red Coin 1 isn't that difficult to collect – a normal jump will do, don't overdo it and fall in the lava!



The platform will come back, so it might be worth getting that extra life on the left if you want it.

lava. There's a life on the left, but it's not worth bothering with. Jump back onto the mesh platform, then left onto an inverted pyramid platform. Watch for it moving under Mario's weight and jump to the next one, then back to the mesh platform. This will take Mario to a concrete platform with an extra life. Ahead is a hilly blue stretch which rises and sinks in the lava, fortunately the tops remain above the lava. It's possible to run and jump across without pausing. You'll arrive on a platform with a Bully. Go forward to the Rotating Energy Heart and kill the three Goombahs – you might drop down here and it's a good idea to prevent them having a chance to surprise you.

Go forward and jump onto the pole rising out of the lava – watch out for the orbiting electroball. You can backflip from here onto the end stone platform, where a Yellow



Bully tactics are a rush and push assault, so keep cool, jump over the Bully and keep moving. He's dangerous only if you panic.

Exclamation Box contain a few Yellow Coins. Jump from here onto the next stone platform, watch for it rotating under your weight – note Red Coin. Jump onto the green striped pole and climb up. If you do a handstand at the top, you'll get an extra life. Then walk over to stone elevator.

The stone elevator takes Mario to another stone platform. Jump onto the yellow platform as it's going away from you and jump again to avoid flamejet. Run up grey slope, jumping to get to top.

Go down slope, jumping to stop slide into lava. Jump up to wire mesh, using B to hang on as climbing over lava if you want the Yellow Coins – if not, jump on top of the mesh and walk over. Walk over two sliding grey platforms. Run past two Bullies and go upwards. This whole area is rising, so watch for shadows indicating



King-of-the-hill is the game this bully is playing. Don't fight him, run around him, grab the Red Coin and get away!



Rising blue platforms slowly carry Mario upwards to yet more Red Coins, not to mention taking him closer to Bowser!



The monkey frame can be climbed under or walked over, it's up to you which way you cross the lava.

objects which may soon come into reach. A Yellow Exclamation Box contains an extra life.

The last platform rises to meet a stone pathway. Follow this around, watching out for Flameball and Fizzing Bomb. A Yellow Exclamation Box contains a lot of coins.

There's another lava tidal area. Walk down at low tide, wait for the flamejet, then jump to the nearest blue top, then quickly to the next where you can pause before repeating the procedure. There's a Rotating Energy Heart at the end to top up lost energy – remember, if you do get singed with lava you can still control the direction of Mario's crazed leap.

Now jump onto the mesh platform and climb up the blue pole. Jump off, using Mario's hat as a guide, then walk across and wait for second pole to rise up. Jump on, then jump off onto the stone

(Quickly step off Elevator as it rises, then drop down under it to collect the Coin and land near the Bully.)

Red Coin 5: On Island right of Stone Slope.

(Just before the climbing frame, go right along top of slope then go up to island.)

Red Coin 6: Above Third Stone Platform.

(Just before the final stretch, there are a series of mesh-linked stone platforms which are slowly moving up and down. The Coin is just above the last but one platform.)

Red Coin 7: Near last flamejet in lava sea.

(See Objective 1 Guide for more.)

Red Coin 8: Above Third Pole. (Simply do a handstand to collect this Coin.)

Now the Star will appear above the stone roof at the start of this section. To get to it, do a handstand on the last pole and jump onto the stone platform with the Yellow Exclamation Box. Now crawl along the top of the wall to reach the next platform where the Star and an extra life are. After collecting the Star, go on to meet Bowser.



Arrive in style with the blue platform slowly rising to bring Mario level with the concrete platform. Watch out for the flame bomb!

platform. Jump onto the third pole and jump off at the top.

To meet Bowser, run over the yellow blocks then drop down through funnel.



Brinkmanship on the edge of the entrance to the Bowser fight.



Extra Lives

1. On left of first Stone Platform.
2. On left of second Stone Platform.
3. On top of striped pole (do a handstand).
4. Above first rising platform.
- 5 & 6. Above final stone section just before where Castle Secret Star appears.



Be patient the blue platforms are slow but sure elevators.



Damage Potential: 2 Units on Contact. Up to 3 Units from Bowser's Fire Breath.



Dirty tricks are a Bowser speciality – he won't hesitate to pull the ground from under Mario... well tilt it a terrifying angle!

Attack Pattern: The first thing he'll do is jump and cause the battleground to tilt sharply. Mario will start to slide downward, so jump to stop this. Bowser will tend to do this whenever you're far away – and he's not limited to tilting the battleground just one way, so be prepared! If you slide off, aim your first leap back toward the battleground – you might just get back on. Also, be careful you don't slide into Bowser. If you're quite far away, Bowser will also run at you and he's not stupid, if you move, he'll alter his direction accordingly. Watch for him teetering on the edge as he stops, he's very vulnerable to having his tail grabbed then. If you stay close to Bowser, he'll start to teleport. As



Help! Bowser suffers the indignity of being swung around by his tail. Note that even at this range, the graphics remain convincing.



Firestarter Bowser smirks as Mario runs for his life in a fiery close-up encounter.

before, he'll use his flame breath but he's a lot faster to turn now, making grabbing his tail more difficult.



Guide: As soon as you survive Bowser's initial temper tantrum, run to the edge of the battlefield beside a bomb. Bowser will tilt the battlefield again, but if you survive this Bowser will eventually charge you. Crouch down and backflip over him. Bowser should now be balanced on his toes trying not to fall off. Quickly grab his tail and begin swinging him around, rotating the joystick as usual. Slamming him into the bomb should be relatively simple.

Reward: Bowser hands over the Second Big Key, giving access to the Castle's top floor.



Rotate the Control Stick to slowly build up momentum, the faster you rotate, the faster and further Bowser will fly!



Cascading sparks shower Mario in glory as Bowser surrenders another Big Key to his arch-enemy.

Super Mario⁶⁴

80



Bowser in the Sky

Entry Requirement: 70 Stars.

Location: Castle's Top Floor. From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and then turn right. There's a second staircase there. Go up that and through the red door with the Big Yellow Star. Mario will enter a room with a giant clock. Turn right again and proceed up the staircase to a Star Door flanked by portraits of Princess Daisy. This opens onto a staircase which is never-ending – until you get those 70 Stars!

Description: Bowser 3 is unsurprisingly the most fiendish Bowser world yet, a fiendish construction of some five layers, floating in space with few second chances if you make a mistake. And at the end of it all, Bowser provides the toughest boss confrontation of the entire game with a host of new tricks, from more varied fire attacks to some devastating manipulations of the battlefield.

Objective 1: Defeat Bowser, rescue Princess Daisy and complete the game!

Objective 2: Find and collect all eight Red Coins for a Castle Secret Star.

OBJECTIVE 1

Guide: You begin on a yellow arrow. Go forward jumping along blue platforms,

watching out for the sneakily placed gaps. Be careful with the moving blue block which will push you off, jump as it's going away from you, then jump again to cling onto the next ledge.

Run along the blue zig-zag platform which will rotate under Mario – jump if the angle's getting



Ha, ha, ha! You don't need to beat the Thwomp, simply backflip from here onto the platform above.



A safe landing on the platform above and a huge chunk of the course has been successfully bypassed. Hurrah!



Circling electroballs are a tough challenge only if you're moving too fast and not thinking ahead. Time your leap with a cool head.

too steep and the platform should level back up.

Go up the vertical yellow slope, then follow the concrete around – watching out for two Goombahs. Jump onto rotating circle – an Electroball orbits the Yellow Exclamation Box which contains an extra life. Jump onto the next concrete platform, be prepared for a fire-spitting Tiny Piranha Plant to sprout beside Red Coin Two.

Jump onto the wooden See-Saw platform and then onto the rotating chequerboard platforms – which have an extra life in the middle. The obvious route is forward, but that's a tricky section so why not avoid it? To do this, stand in the middle of the chequerboard platform, looking forward, then do a backflip as it's going past the blue concrete platform above. Push hard on the Controller Stick to guide Mario during this manoeuvre.

Now go forward and press the purple Exclamation Switch. Climb up the resulting steps. You now come to a long vertical climb – watch out for the flamejet! There are two flamejets to avoid on the way down. You'll now come to a black-and-white chequerboard platform which will sprout a flame-spitting Tiny Piranha Plant in its centre. Now jump onto the red arrow platform which will take you past a blue platform with a Rotating Energy Heart – restore



Top up with energy via the rotating heart just behind Mario. The white platform will come back, so don't rush to catch it.

any lost energy here and don't worry about the arrow platform, it'll come back.

The safest way to navigate this section is to stand near the front of the arrow platform, jump up the wooden sections as they appear, clamber over the top and drop down onto the platform as quickly as possible. There's an extra life on the last but one, which isn't worth bothering with.

Drop down onto the concrete platform and run past the two Bullies. Jump onto the circular stone platform and carefully time your leap from this rotating platform to the next, then jump onto the striped pole. Jump off the pole at the top. Kill the two Goombahs so they don't distract you as you jump onto the moving yellow platform. Jump onto it, then the pole [with Red Coin 7 at its top], then the next platform. Avoid the Fizzing Bombs and flame. Jump onto a rotating chequerboard platform, then up from it onto the next set of rotating platforms. Jump off this onto the final platform. Walk forward and be prepared for a strong gust of wind as you jump up into the main section, which is patrolled by two Goombahs. There's a Rotating Energy Heart at the centre and, crucially, an extra life behind the pillar on the left nearest the entrance to Bowser's lair. Whenever you die, you can collect this life for infinite retries.



Almost there! Simply jump off the chequerboard platform for the impressive stone platform just before the Bowser entrance.

OBJECTIVE 2

Guide: As usual, Coins can be collected in any order but this our recommended route.

Red Coin 1: Near Gray & Red Box.

(Push the grey and red box backwards so it's as close as possible to the Coin. Jump onto the box and wait for the blue block to begin moving out. Backflip up and backwards to collect coin and land on the blue block – quickly jump off onto non-moving platform.)



Piranha bites lurk in unexpected places on this demanding course. Keep your eyes peeled.

Red Coin 2: After Rotating Circle.

(This Coin is easily accessible in a corner of the stone pathway – but watch for Tiny Piranha Plant which appears by it.)



Calm, keep calm as you plan this backflip leap over the wooden platform to collect another vital Red Coin.

Red Coin 3: Hidden Ledge on Blue Platform.

(After collecting Red Coin 2, drop down onto the large blue platform. Red Coin 3 is hidden on a tiny ledge early on the right-hand side of the platform.)

Red Coin 4: At the top of steep blue stretch.

(There's a long, U-shaped near-vertical platform with flamejets along its side, Red Coin 4 is openly accessible at the top.)

Red Coin 5: Above Wooden



Handstand on top of the pole to collect this Red Coin. The orange platforms keep moving to and fro, so take your time.



Players
One



Cartridge
64M



Memory
No

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99



Barrier.

(An arrow platform moves between an Energy Heart and a spiked platform with wooden barriers forcing Mario to make some jumps. Red Coin 5 is above an angled wooden barrier which floats above the first two, normal barriers. One way to collect it is to jump onto the wooden platform before and below the angled piece, then backflip over the higher barrier, collecting the Coin as you do so. You have to time this carefully so you can drop down onto the arrow platform from the third wooden platform. You need to be in the middle as you do this, but if you fall there's a good chance you'll land on a lower section of the Course.)

Red Coin 6: Spiked Platform. (Collect Red Coin from beside the spike, while dodging the flame.)

Red Coin 7: Above Pole Between Striped Moving Yellow Platforms.

Red Coin 8: Last Platform Hidden Ledge. (Just before the entrance to the final Bowser confrontation, there's a staircase. Jump onto the wall beside it, then drop down to the ledge immediately below. Red Coin 8 is directly beneath the staircase.)



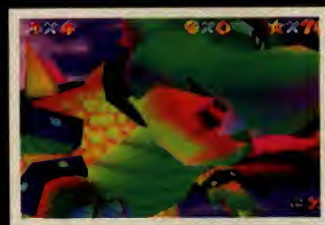
Damage Potential: 2 Units on Contact or Seismic Shock. Up to 3 Units on being caught by Bowser's Fire Breath.

Attack Pattern: The first thing Bowser will do is try to flame Mario. This actually makes him quite vulnerable to having his tail grabbed. However, if you throw him off the battleground without hitting one of the five spiked bombs, Bowser will return with a massive jump which will smash away part of the floor – eventually it will resemble a star. He will also send out a seismic shock, if you don't leap this it will electrify Mario – draining 2 energy units.



Mad, it makes Bowser really mad to be brought this close to a bomb. His running attacks are the best means of getting him close to one.

If you wander a long way from Bowser, he will first jump on the spot – sending out seismic shock waves – and then charge. As before, he'll alter direction to track your moves. He'll then spit flame to try and finish Mario off. Besides spitting bursts of three red flames, Bowser will periodically stand up and send blue and red flame soaring into the sky to fall like rain. It's easy to grab his tail while he's doing this, but the blue flame will quickly home in on Mario so there's



Mean and moody lighting for a mean and moody guy. It's the final battle and this time it's personal. Don't panic!



Red flames look really nasty, but it's the blue flames which home in on Mario that are the really dangerous ones.



Eek! Bowser teeters on the tip of the star platform, grab his tail and swing him fast to reach a bomb.

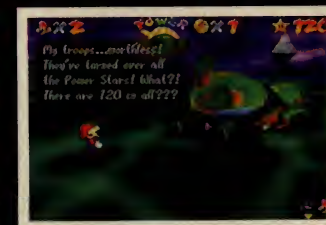
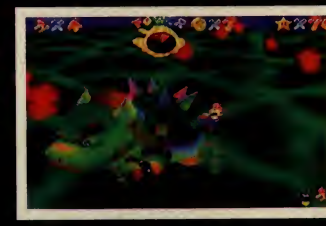
not much time to perform an accurate throw.

Guide: In some ways, Bowser is initially easier to deal with this time than the second confrontation: he's slower spitting fire and it's easier to grab his tail. Accuracy is very important though, if you throw him at a bomb and miss, his return will be (literally) shattering. As more pieces of the battlefield fall away, the contest will become much tougher. The best strategy is to manoeuvre Bowser as close as possible to a bomb – either by encouraging him to charge and then executing a backflip, or alternatively hurling him there with one or two short-range throws. Only throw him off the battlefield when you're relatively sure he'll hit a bomb. You have to throw Bowser onto a bomb three times and, with just five in total, this gets progressively more difficult as you get nearer to winning.

After hitting a bomb twice, Bowser's return will involve much angry stomping – cutting away all the remaining parts of the battlefield until there's just the star. If you grab Bowser's tail on the central section, you'll need to spin him very fast indeed to hit a bomb.

Remember, if you do die there's an extra life by the near left column when you stop. Keep collecting this for an infinite number of goes at rescuing the Princess.

Reward: Game over sequence. (But you can still continue onward to get 120 Stars!)



120 Stars? Bowser missed the Castle's 15 Secret Stars and collecting them all deepens the pain of his defeat.



Congratulations: Defeat Bowser In The Sky and Mario flies into the night sky. Upon returning to the Castle, Mario sees Princess Toadstool freed from her stained glass window prison. The Princess thanks Mario for his help and together they wave to the player. Cameraman Lakitu flies away, leaving behind a commemorative picture.

120 Star Secrets: Although the reward sequence doesn't change depending on how many Stars you've collected, if you get all 120 then a Cannon opens up in the Castle grounds. This is permanently saved and Mario can use it whenever he wants to get onto the Castle's roof. This is where he'll find his old pal, Yoshi. The friendly green dinosaur gives the player a message from the Super Mario 64 Team, 100 lives and a new triple jump which ends with an sparkling, invulnerable final leap. Also on the roof are two extra lives (why?!) and a Red Exclamation Box. Using its Wing Cap together with the Cannon allows for some great flying fun. (Earning 120 Stars also has has an unusual effect on Course 4!)



It's Yoshi! After a brief chat, Mario's friend runs off – no doubt back to the forthcoming Yoshi 64.



Ahh, isn't it sweet? Plumber Mario and Princess 'Peach' Toadstool happily wave goodbye to player. Until next time....

Extra Lives

1. In the Yellow Exclamation Box on the rotating stone circle.
2. On the stone platforms above the large blue platform with Red Coin 3.
3. By rotating platforms near Red Coin 3.
4. Above fourth wooden barrier
5. By left pillar before Bowser entrance.



Lives are valuable, but it's best building them up before entering the level.



Mario Kart 64 is one of the greatest racing games of all time, especially since it offers an unbeatable four player mode. Try out these speedy tips if you want to win every time!

POWER-UPS

In all of the Modes, except Time Trials, multi-coloured translucent question marks are scattered over the race tracks. These provide the real heart of the game, with most power-ups providing a variety of tactical options. Once you've driven through a power-up crystal, various power-ups will flash on your screen until one is selected. It's incredibly difficult to pick one you want, as they scroll past so quickly, but the leading player tends to get weaker non-offensive power-ups while the followers get the really powerful ones. The first trick to learn is wagging or power sliding through each strip of crystals, to leave following racers driving through empty space!

Single Green Shell



A simple, unguided missile requiring careful aiming to hit your target. By holding down the trigger button, you can hold it behind you to protect against enemy shells or ramming opponents, and this defensive stratagem is always overlooked by novices. Unlike red shells, you can also fire it directly behind you by holding the joystick backwards as you release fire, and this proves an invaluable tactic for the many narrow roads and bridges through the game. Whilst often considered a 'weak' power-up, in truth, the green shell has many uses, and scattering a penned in stretch with these to create a wild card death zone often pays off. Just remember not to fire at an angle if you're near a wall, as it's easy to shoot yourself!

Triple Green Shell



Once activated, this power-up surrounds the kart with shells which provide useful protection against enemy shells, bananas and fake power-ups. You

can also take out competitors simply by driving close enough for the orbiting shells to touch them. These are trickier to aim than single green shells, but you can always do a rapid-fire, three-shot salvo if you're desperate to hit something. Usually exploited as aggressive barging weapons, these are most useful for race leaders as a great defence against pursuers trying to overtake or shoot you out of the way.

Single Red Shell



A long-range homing missile which automatically locks onto the nearest competitor. Very useful on tracks with long straights, less so on twisting courses where it is knocked out by running into walls. Although it can only be fired forward in Battle Mode it will lock onto targets behind you – watching it shoot off, then zoom backwards can be embarrassing if you forget to get out of the way! As with the Single Green Shell, holding down the trigger button keeps the shell parked behind you to protect against incoming shells.

Triple Red Shell



As with the Triple Green Shell, once activated, this power-up surrounds the kart with shells which provide useful protection against enemy shells, bananas and fake power-ups. You can also take out competitors simply by driving close enough for the orbiting shells to touch them. Overall, it's one of the game's best power-ups and highly intimidating for anyone trying to get past you.

Single Banana



A fairly simple booby-trap which makes any kart spin out on contact. It can either be dropped immediately behind your kart or shot forward. Can also be held behind the kart to protect against shells (with varying degrees of success), but can be shot or clipped off the road themselves by well aimed (or lucky) shell shots. A perfect booby-trap for narrow bridges or depositing in the middle of fenceless roads to cause spin outs onto the rough (or over the edge).

It is possible to jump over bananas with a well timed jump, and even if you hit one, if you just nudge off the accelerator for a moment, a little musical note will appear over your character's head to show you've avoided a spin-out.

Banana String



Once activated, a string of five bananas are dragged behind your kart. Normally, these can be individually deployed – either shot forward or dropped immediately behind – however if another kart runs into the string all the bananas are lost as one. Skillful players will rapidly deploy the five bananas near some crevice or other hazard to make the track almost impassable, but should remember that the view screen will recede to afford a greater view, making your kart harder to control.

Star



Once activated, this raises a kart's top speed by 20%, makes the player lethal to any other player and lets

RT64 RACING TIPS

Karting Chums

Light Class

[Peach, Toad, Yoshi]

Advantages

- The lightness of these karts makes for superfast acceleration.
- Rough terrain, such as grass or sand, doesn't slow the kart down as much as other karts.

Disadvantages

- Cornering causes a significant speed loss, unless advanced power-sliding is used.
- Touching a Heavy Class kart causes these karts to spin out.

Heavy Class

[Bowser, Donkey Kong, Wario]

Advantages

- Can corner without losing speed.
- Difficult for other karts to push around.

Disadvantages

- Slow acceleration.
- Rough terrain such as grass or sand causes heavy karts to rapidly lose speed.

Middle Class

[Luigi, Mario]

These karts are designed to be good all-rounders with no dramatic advantages or disadvantages.

Power Slides & Mini-Turbos

Using conventional cornering, a kart's speed can drop about 10-20kph with sluggish acceleration out of the turn and, if the turn is too sharp or goes on too long, there's the risk of losing traction entirely and spinning out. To power slide, the player must press and hold the 'R' button together with acceleration. The kart will jump into a power slide with letter-shaped smoking pouring off its wheels. Speed loss can be as little as 5kph with much greater acceleration out of the turn. On the negative side, the very speed of the power slide makes it that much more likely a player will slide off the track or even hit a wall. Using power slides turns even the most banal track into a hair-raising test of split second reactions and is the only way to produce competitive time trial results.

True speed freaks will tap the

joystick left/right while power sliding, turning the smoke yellow and then red, with a very useful Mini-Turbo burst of acceleration as the reward!

Turbo Starts

Pulling off turbo starts every race is practically essential, as the speed boost provided will accelerate you past the pack and eliminate all that pole position jostling. Each driver has a slightly different accelerating point, but they all fall somewhere between the signal change from red to blue, when you should jab on the accelerator. Hit it too soon, and you'll stall from a wheel spin, too late, and you'll just get a regular start. It's a case of experimentation, and another good reason to stick to one or two drivers and learn them inside out. Bear in mind that if smaller drivers attempt a turbo start from the back of the pack, they'll simply crash into other drivers, so be prepared to manoeuvre quickly.



Slip Streaming

If you hug the rear of a rival kart for a few seconds or more, the reduced air resistance will form a vacuum around you, and you'll get a speed boost sufficient to overtake your handy host.

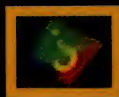
Mirror Mode

Win gold for all the cups, in both 100cc and 150cc mode, and a fourth race class is added above 150cc. This doesn't offer additional speed, but instead a new set of 16 tracks. These are identical to the above, but reverse the turns while retaining the same race direction. Apart from the oncoming traffic for Toad's Turnpike, this isn't that dramatic a change but it does provide a fresh spin to keep players interested.



the kart run through track obstacles as if they weren't there. Lasts for about ten seconds and is one of the best power-ups, even if novices find the sudden speed burst tends to shoot them off the track altogether! Bashing other karts is fun, but it's also useful for pulling off short-cut jumps without using a mushroom: such as the ramp to Koopa Troopa's cave, or the chasm at the heart of the ghost house. It proves most popular (and frequent) in battle-mode, where it can be used to chase your fleeing opponents.

Fake Power-Up



The sneaky booby-trap looks just like a normal power-up crystal, only the

question mark is upside down. As well as being the perfect bridge booby-trap, devious players will make sure that every fake they collect will be deposited back in a normal crystal strip, where they're almost impossible to spot in time. The vertical strips of Toad's Turnpike provide the best opportunity for violent shocks to the opponent, although it's nerve

wracking if they miss the fake and you can't remember where you left it!

Ghost



This lets you steal an opponent's power-up, while simultaneously

turning your kart invisible and invulnerable. Particularly useful in Battle Mode.

Lightning Bolt*



This shrinks all the other karts to about a third of their normal size,

drastically reducing their speed. Even more fun, if they touch each other or an obstacle they're squished flat. Best of all, you can flatten them yourself by running over them. Sneaky players will notice shrunken players' lack the speed to make certain jumps! Lightning strikes prove most drastic on Wario Stadium and Banshee Boardwalk, but they're always welcome, especially since you're probably in last place to have snagged the killer power-up at all!

Bowser Missile*



This is just like a Red Shell, only a lot smarter. First of all, it doesn't lock onto

the nearest competitor but only the leader. Secondly, it's smart enough to steer around walls and even make jumps which would knock out a Red Shell. Thirdly, it will knock over any other karts it meets on its pursuit course but won't be destroyed until it hits the leader kart. Neither Red Shells, Green Shells or Bananas can defend against it, but if you release it too near an obstacle it can be destroyed. Held against your rear, it guards you from attack by anything. Sadly, it doesn't appear in Battle Mode!

Mushroom*



Once activated, accelerates your kart up to 20% above normal maximum speed for about five seconds. A similar effect can be achieved by correctly timing your acceleration at the start of a race. Best used on straights, or to push you up hills faster. Inappropriate

use (ie on corners without ledges or narrow bridges) almost always leads to tears.

Triple Mushroom*



Rather than offering 60% speed increase, this offers you three

mushrooms to use when you please, each offering a brief, five second increase to 20% above normal maximum speed. They need to be used pretty quickly in succession if you're to leave your power-up cache free for the next set of goodies.

Golden Mushroom*



Gives an infinite supply of mushrooms for about ten seconds.

Useful for beginners on narrow, twisty courses where a single mushroom might simply bounce them into a wall and stop them dead. With a Golden Mushroom, you can keep re-accelerating until it runs out.

* These power-ups don't appear in Battle Mode.



84

BATTLE ARENAS

Arena One - Big Doughnut

A simple oval with walls on the outside, a pool of lava at its centre and four rectangular buildings for cover. Ideal for beginners who want to get into action straight away. The emphasis is on the weaponry rather than terrain and it's a tribute to the game's tactical complexity that this arena is so entertaining.



Arena Two - Block Fort

An elaborate multi-level track with ramps and runways linking together four two storey buildings. It can take a while to get used to the size and geography of this arena - with just two players it can feel particularly spacey at the start. However, the ability to sneak up on someone from above, and then quickly drop off onto the road and fire a lethal homing missile, makes this the most sophisticated battleground.



Arena Three Double Deck

An odd, spiralling three level maze which rises up to a central drop zone. Entertaining, but really needs four players to make sense of its size and complexity.



Arena Four - Skyscraper

A techno-nightmare situated on top of a skyscraper. There's a hole in the middle, four pits between the start locations and the outer perimeter is an unguarded precipice to yet more instant death.



Initially a sick joke, with practice it becomes the most action-packed and entertaining arena, especially if you've an invincibility star to chase other players with. As you might expect, laying a carpet of banana booby-traps is also lethal here and never has the brake/reverse button been more essential!



LUIGI RACEWAY 717M



Overview

As a gentle introduction to the joys of 64-bit karting, Luigi's home circuit gives few clues as to the dastardly track design that lurks in later courses. With a simple figure of eight and no road based obstacles - apart from the ever present patrolling bombs on Versus Mode, which circle around straights and lurk at corner entrances to throw you off your racing line.

For novices, it's simple enough to hug the track and get around the course with little incident, but the course is really designed to give you a hazard-free opportunity to master the power slide and mini-turbo boosts. The huge, shallow bends and corners provide an ideal opportunity to jump into a corner late, holding down the R button and

accelerating around, ideally activating a mini-turbo as your smoke turns red. Taking every turn in this fashion will give you a dramatic advantage over any human opponents (and the sluggish CPU racers who've yet to offer any real competition even on 150cc mode). The sand trap that runs all along the inside of the track, not to mention the low wall and grass banks on the outside, give you a taste of what is on offer for miss-timed power slides!

Track Layout

The long opening straight of the track leads to a small hill, where a Luigi hot-air balloon (on the second and third laps) ascends over the first power-up crystal strip. If you've got a mushroom to speed up as you jump over the crest of this hill, you'll get a Bowser shell to guarantee the race leader's demise.

The first 180° turn offers a chance to pull off a gigantic power slide and, ideally, a turbo-boost, leading to a stretch curving slightly to the right running through a brick tunnel (guarded by a bomb). Inside the tunnel, the second set of crystals wait halfway down, then a



Luigi's raceway is really a very simple oval which lets you get used to the way the karts handle and slide under power.



Players
1-4



Cartridge
96M



Memory
Yep!

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

Racing
Japan

Released:
Price:

June '97
£59.99

slight curve right out of the tunnel leads on to the second, mammoth 180° corner (with the last sets of crystals in the middle of the curve) and the last straight to the finishing line.

Combat Tips

The wide open expanses of Luigi circuit favour the pursuer rather than the race leader, who has nowhere to hide from the red homing missiles which are particularly accurate with no obstacles to block them. The frequency of the invincibility star on this track is designed to give the novice a taste of the easily reversed fortunes of play. The losing player often grabs this power-up enabling him to cut across the two principle bends in massive short cuts, or bouncing the leader out of the way.

Bananas, fake crystals and backward directed green shells are all pretty redundant here – the tracks are too wide and breezy to lay effective traps, or hope to get a hit on your enemy with a manually directed shell – so the best tactic for the race leader is to grab a green shell and hug it to your back to ward off enemy shells, or, better yet, get a triple-green shell, and activate it to provide a three shell buffer. As always, this massively underrated power-up should not be wasted on clipping nearby CPU controlled players who happen to be edging around you, unless approaching the finishing line, but should be used specifically as defensive tools against the likely onslaught of red shells fired by your pursuer. Whilst the triple-shell is inevitably treated as an offensive weapon to barge baddies and steal the road, it's real value is as a long term defensive weapon for race leaders, guarding against attacks and killing booby traps such as bananas.



Due to the easy track layout, you must get power-ups on each lap to stuff the competition.



MOO MOO FARM 527M

Overview

As with Luigi's circuit, the simple oval plan of Moo Moo Farm is disingenuous. The chief difficulty for beginners is the confusing width of the dusty racetrack. Super NES Mario Kart fans in particular will find themselves disorientated by the wide, shallow corners. It's best to forget the racing line to begin with, and just navigate a central line through the track, veering right at all times and keeping your eye on the horizon for the chevrons. There's one shallow U-bend left halfway through the track (under the bridge) which is designed to throw you off this tactic, but it's easily spotted on the map, and a great place to throw yourself into a mini-turbo power slide.

Track Layout

When you're confident enough you'll really need to start taking the corners properly, and there's two significant problems to deal with. Firstly, the apparently slight inclining banks that run around almost the entire length of the circuit slightly drastically your speed if veered onto, so whilst it looks like you've got a potentially massive power slide channel, in fact, you must aim to keep yourself only on the flat, central portion of the road as much as possible. This is most important with the light drivers, such as Toad, who can deal with the dusty banks at high speed but struggle at low speeds (ie if you've been blasted to a standstill).

The second problem is more obvious and much more irritating. Those pesky moles from the original game are back, popping out of their burrows, paws outstretched in suicidal hugs of despair, offering fatal high speed crashes for racers unlucky enough to veer into their territory. The first set of burrows lurk on the inside corner of the first bend, so

they're easily avoided as long as you take the corner wide. The second lot are on the inside bend of the last wide corner at the end of the track and again, are easy enough to steer around, but as you straighten up past them to take the final straight leading to the bridge, don't veer to the right too soon, as another set of burrows follows immediately after the second, sneakily seeking to catch you taking the obvious racing line.



Combat Tips

Although there's no tight pathways to use the green shell in with much success, the white picket fence that runs around the entire course means that they stay in play once fired, so if you're seriously losing, or just feel confident, scattering the course with these roaming bombs is worth trying. Also, in Grand Prix mode, the CPU controlled pack tend to stay bunched fairly tight for the first lap, so green shells are great for less accurate blasting into the back of a cluster of racers with success guaranteed. The wide, flat, picketed environment is also ideal for red homing missiles, which have an enormous range here – sometimes hitting an opponent a full half lap ahead.

The only place worth dropping

fake power-ups is in one of the three crystal strips, as the course is too open to successfully booby trap anywhere else, except at the last bridge of the track, where the four struts dividing the road can panic the opponent. This is also the best place to try and ram an enemy or two with an activated triple green shell, or scatter some bananas. As a rule, however, it's the player who remembers the locations of and successfully avoids the moles who'll win out, as collisions with these beasts cause the most costly (and annoying) delays.

This is one of the most open and exciting tracks for several players, with the range of red shells and chaotic interference from the moles (which even the best players forget about in the heat of battle) making the course wide open for stragglers to come good on the final stretch.

As in the first game, there's nothing more satisfying than hitting someone on the finish line.



The CPU players tend to bunch together on the first lap, so stay behind and use green shells.

Forget the racing line to begin with and try to race a central line for the first few laps.

About Mario Kart⁶⁴: Win all the cups in both 100cc and 150cc and you will be given the 150cc class to race in.

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turn over for
more...

KOOPA TROOPA BEACH 691M



Overview

This fabulous course is the first to really expose the depth of strategy available to the cunning player, with short cuts, close quarter combat and bags of physical obstacles combining to guarantee a blistering race.

Track Layout

Off the starting grid, follow the narrow coastline around the sand castle on your left, veering right to take the first bend which leads into the first set of crystals, tightly patrolled by a roaming bomb. Unless you're trying to shake off some action, steer right at the first set of sign posts (which point left and right around a huge rock) and keep following the shore of the island until you see a steep red and yellow striped bridge in front of the second set of crystals and some trees. Don't take the bridge as it just slows you down, but race around its right side and through the crystals. Ahead you'll see two routes: a set of ramps on your left, or, around a cluster of bushes, a narrow ridge with water lapping over it on the right. If you follow the ramps on the left you can take another crystal and then veer back to join the main race path. If you ignore the crystals to go for the narrow ridge, you'll get a much faster lap, but might hit one of the cluster of crabs scuttling in the wash.

Alternatively, if you follow the ramps and crystals on the left, you can head for the last ramp which provides a jump into a small tunnel (see below). This is the biggest shortcut of the game, but it's also one of the trickiest to pull off. Ideally, you'll need a mushroom to guarantee making the distance easily (which are frequent power-ups on this level), but if you achieve full speed when you hit the ramp and press the jump button at the last second, you can make the jump unaided. The difficulty with or without a mushroom is lining up beforehand at high speed, so that you hit the ramp straight. Mastering this jump is essential, as it cuts off the last looping 180° portion of the track, about a quarter of its entire length, and applies pressure on your opponent to try the jump himself if he's behind.

Steer hard left when you exit the tunnel through a waterfall and through a small cluster of palm trees. You'll arrive at the last ground based batch of crystals and the home straight. Two long ramps on your left lead up to floating crystals, and these should be taken even if you don't need them, as whilst the ramps slow you down slightly, they keep you out of the way of another stretch of crab infested shoreline.

For the unlucky player who's missed the short cut, there's a



short stretch of uninteresting coastline after some more crystals to gnash your teeth over, until you reach a long, narrow ramp leading to a crystal high above a small moss covered rock. This is your only hope of revenge, as it will provide you with a Bowser shell. Scaling this ultra-long ramp at high speed and snagging the crystal is almost as difficult as pulling off the short cut jump, so novices are best advised to push on and make up the distance by fair means rather than foul.

Combat Tips

Red shells tend to target only if your opponent is within sight of you, bouncing off the central castle if they follow a bend, and the course is too wide to expect luck with green shells at anything but point blank range.

The best tactic is to collect any form of static booby trap, ie a banana or fake crystal, and hold on to it until you reach the short cut tunnel. Press the trigger button to make the trap active, then, just as you hit the ramp leading to the tunnel, drop the trap and jump through yourself. This effectively seals the short cut off, as anyone trying to take the ramp will either be blown up or spin out, and you'll have a massive lead. The higher up the ramp you leave the trap, the harder it will be for your opponent to avoid it, and ideally, they'll try, both leaving the ramp clear for you to take on your next lap and losing themselves time. If you're racing a better player, sabotage the ramp just to ensure a fair race.

Aside from this, remember, if all looks bleak, there's always that Bowser missile above the long ramp before the last stretch.

KALIMARI DESERT 753M



Overview

Despite the introduction of a superb Wild West steam train, this track is initially rather disappointing after the high jinx of Koopa Troopa Beach. However, the course provides another valuable lesson in power-sliding and mini-turbo boosts, in a Sega Rally-like race that demands ferociously precise driving and expert knowledge of the track to guarantee success on the perilously narrow track. It's essential to bear in mind the attributes of your driver if you're too inexperienced to know the road layout. Fast, light drivers can hug the centre line quite comfortably, but will get bogged down by failed power slides ending up in the rough, whilst heavier drivers like Wario can comfortably coast over a bit of rough, but are prone to sliding that much further off the road if they take corners wild at their increased speed. Invariably, the heavier, faster karts have the advantage of sheer strength here, so the onus is on lighter drivers to use cunning...

Track Layout

Follow the first straight into the first, wide sweeping corner to the left, through the first batch of crystals and on until you hit the second straight, marked by the train track. The chuff chuff rarely gets in the way (and if it does, you'll know about it), so push on up the slight incline, until the road slowly swings right then left up a small hill through the second batch of crystals and another straight. Another wide corner to the left leads up slightly to a bomb patrolling the peak, continuing to





Players
1-4



Cartridge
96M



Memory
Yep!

Publisher:
Developer:

Nintendo
Origin:

Game type:
Origin:

Racing
Japan

Released:
Price:

June '97
£59.99

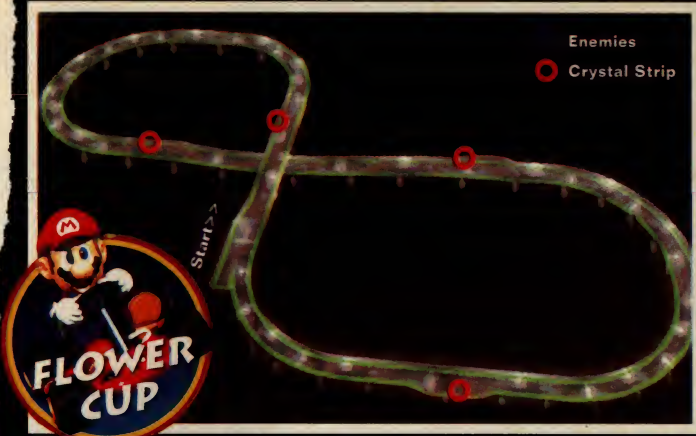
another straight, and the third set of crystals. A tight dog-leg leads up to the last stretch.

Apart from the train, heralded by chugging horns and clattering wheels, there's no real obstacles on this track, save the cacti that make up a sporadic albeit dangerous perimeter fence. The real difficulty is in negotiating the fairly twisty course at maximum speed without spinning onto the dark brown rough on either side. There's plenty of opportunities to use the mini-turbo power slide, but if you mis-time these, you'll find yourself losing speed drastically as you spin onto the rough, and tugging back onto the road takes a lot of time, especially as the sloping banks at the side of the road are steeper than they look. Memorising the course layout is essential then as

Bananas are more useful than usual here, as spin-outs often send victims off the road and into the rough.

The best power-up for race leaders is the triple green shell again, to ward off red shell attacks, as the advantage tends to be with those racers just behind the race leader, as there are no safe havens to shake shells or hide. The only real defence is an enormous lead in this gruelling course.

Pursuers should remember that mushrooms, especially golden ones, are invaluable for massive corner cutting, with the increased speed and power letting you shave huge distances off the track, cutting straight across the previously inaccessible wasteland by simply powering across.



TOAD'S TURNPIKE 1036M

Overview

This traffic congested figure-of-eight highway inevitably causes most problems for karting novices, with the huge buses and cars dwarfing your matchbox scaled karts, but as ever, there's easily learnt strategies to enable the experienced racer to breeze through with ease.

The most important technique to master is sliding through the crystal lay-bys that run along the left hand side of the track taking out every single power-up, so that players breathing down your neck are left racing through an empty lay-by in your wake, or forced to brake and wait for the crystals to regenerate. If there's no traffic on the outside lane, it's just a case of hugging the crash barrier then making a tiny adjustment in angle as you slide into the lay-by to drive straight through, snagging each crystal. However, if slow traffic prevents this, you'll have to power-slide in from the far side, curling through the lay-by at such a shallow angle as to clip the crystals whilst powering out of your slide.

As for the race itself, it's important not to be bullied by the traffic, which is all flowing in your direction. Each kart is much faster than any of the vehicles honking their horns, and it's easy to hug the side of buses and cars to stick to your racing line as closely as possible, powering past with mini turbo power-slides. Whilst the novices will chug along on the outside lane, where the action feels slower and less frenetic, the experienced racer will go for the racing line every time, weaving through traffic to shave off the corners at the most shallow angles, rushing from the outside lane on the entrance of the corner to the inside lane of the corner's exit.



Combat Tips

The long straights and shallow corners of Toad's Turnpike, along with the crash barriers keeping everything in play, makes it a horror for floating shells. Red homing shells have long reaches here, and unless you accidentally fire the Bowser shell into a barrier, this will happily do a lap in search of the race leader. But the real adrenaline injection comes from inconsiderate (or thrill-happy) players shooting green shells, as these will happily ricochet and bounce across the track, in whatever direction they were fired, for the entirety of the race. By the last lap, these roving missiles can provide the most hazardous obstacle to avoid, and, typically, these green shells prove a common crystal power-up on this track. For the race leader, firing green shells back on his chasers is tempting enough, but if they don't strike their target, chances are the leader will be running into them again sooner rather than later. The less experienced player might be tempted to pump the motorway full of green shells just as a kind of wild card equaliser.

The best defensive tactic for the racer leader, which proves more accurate and satisfying than shell blasting, is to booby trap each crystal lay-by as he clears it out, dropping the booby trap in his inventory in time to collect another. Dropping bananas is a great way to spin out the opponent, and throw their momentum, but they're easily spotted and good players should be able to steer around them. The perfect bobby-trap is the fake power-up, which is almost



the slight hills that proceed almost every twist and turn in the track ensure you'll hit many corners blind.

Combat Tips

The wide open desert make an ideal environment for homing missiles, while opportunities for booby-traps are rare. The narrow entry to the railway track offers the only real hot zone, whilst any surplus booby traps should be positioned just past the peak of any of the small hills, dead centre, to take drivers by surprise accelerating blind over the crest.

Inevitably, this track seems to get all the players bunched close at the end, playing cat and mouse trying either to retain their lead (leaving themselves vulnerable to a last minute attack), or hang back to grab an offensive crystal in the last strip and take the lead by force. Wagging wide through the crystal strip to take the maximum number out is advised, so your opponent will follow through an empty window.

The best bit of the Kalimari Desert is the train which dissects part of the track.



About Mario Kart⁶⁴: Don't forget you can drop shells out of the back to foul opponents who are just trying to pass you.



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About Mario Kart⁶⁴: Hug the back of an opponent's kart for a few seconds and the reduced wind resistance will carry you straight past into the lead!

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impossible to spot in the tight, vertical formation, as long as you deposit it perfectly in line with the others. Head on collisions are both wildly disorientating for the unfortunate victim, who's swept through the lay-by expecting a killer power-up only to be tumbled, and also great punishment, as opponents really should be keeping an eye on the leader to spot such sabotage and either swing around the booby-trap or avoid the lay-by.

Another great power-up on this track is the triple green shell. As well as its previously mentioned usefulness for wild card missiles, when it's first selected to spin around your car, the penned in nature of the track makes you a fully armed, controllable missile, and you can have great fun ramming opponents or barging them into traffic, with no escape route available except for braking to let you take the lead.

Mirror Mode

Of all the tracks in Mario Kart 64, Toad's Turnpike provides the only drastic alternative in mirror mode. It's bad enough that all the traffic is coming head on, but significantly, the lower up lay-bys are now on the inside lane of the road rather than outside, and hugging this side is almost impossible, as the traffic rides right up to the edge of the speed barrier. As before, the roving bombs running down the middle of the road prevent you from wriggling your way down the centre, so the only method available is to wave from lane to lane, reacting to the traffic as it comes, and judging the speed of incoming traffic to decide which lane to switch to. Mini turbo power-slides are rather less common now, as survival at any speed becomes the priority. Strategy wise, all the usual tricks and tactics apply, but it takes a cool head and sharp reactions to cope with the difficulty factor, which is now multiplied by ten. Again, a great track to take a Mario Kart virgin on to just to humiliate them...



FRAPPE SNOWLAND 734M



Overview

Much like the moles of Moo Moo Farm, Frappe Snowland's snowmen hang around in clusters, usually on the apex of a corner and pop up to greet you with their foul stick arms, their foolish bobble hats jiggling as they catch and fling you up in the air.

The actual layout of this track is fairly pedestrian, with plenty of twists and turns but nothing to really challenge you, so it's only the bombs and snowmen that provide a problem. The snowy road can still be hugged by your kart pretty easily, although it's difficult to get enough traction for a mini turbo power-slide, and the shallow snow banks provide useful avenues for shaving corners and taking shortcuts. They're not too slippery to drive over, but if you hit them too sharp and slide higher than a few feet, you'll be stopped dead and fished off the course by Lakitu; wasting precious time. Be sure to just clip them when cutting a corner.

Track Layout

After the first right corner, you'll take a left, rushing through the first

crystal strip and towards a snow sculpture of Yoshi. A snowman lurks dead centre of the dog leg you hit, right by a bomb, and another hides on the outside edge of the 180° turn, followed by another two at the outside of the turn exit. Another snowman waits on the left side of the next dog leg, before you hit the straight, which has a small hill leading onto the second set of power-up crystals. Swerving left, you'll see a huge snow sculpture of Mario, just behind chevrons pointing left, and this is ingeniously positioned to lure you to the left. Don't do it! A wide cluster of snowmen wait to take you before the corner into a snow bank chicane, and most players will instinctively drive straight into trouble. Instead, stick to the right hand side, hugging the snow bank and circling around the Mario sculpture to take the chicane from the outside edge.

You'll hit the chicane at full speed, and come powering around the first right hand corner, but stay on the far left, as three snowmen are lurking on the right side. The snowdrifts on either side now rise to become tall banks of ice, so it's



These pesky snowmen leap out and grab you at every corner. You are then thrown into the air!

a foot down, high speed burn through the last 180° turn, powering through the last set of crystals and over the rickety bridge to the finishing line.

Combat Tips

The low slopes and shallow bends of Frappe Snowland give the hunter rather than the leader an edge. Red shells whip up and over the snow hills to hit their targets with devastating speed and accuracy, and the frequent mushroom power-ups make catching up easy (if you can avoid the snowmen!)

With the pressure on the race leader, accidents are much more common, with spectacular snowman collisions ensuring no one stays in the lead for long. The last stretch through the ice walls is crucial, marked by the last set of power crystals. If you're in a neck and neck situation, it's worth easing off the power to fall behind and collect an aggressive rather than defensive power-up, as there's no recourse for revenge if you're taken out of the lead for another few hundred meters.

Bananas make a particularly good defensive weapon, as spin outs are liable to cause crashes with snowmen. With relatively few crystal strips, fake crystals dropped off with the real thing are particularly effective, as players can't risk missing much needed and rare power-ups.



If you see any large snow sculptures of Mario, steer well clear as it's inevitably a trap!



Players
1-4



Cartridge
96M



Memory
Yep!

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

Racing
Japan

Released:
Price:

June '97
£59.99

COCO MOUNTAIN 687M

Overview

This track is a real favourite for the heavy karts, although its huge hills and steep banks inspire hatred in the lightweights, who are prone to spinning out and crashing. Light drivers should remember not to use the jump button when bouncing over the bone shaking bumps and hills. Whilst the big drivers can sail over these without losing much speed on impact, small drivers land with a crashing thud; their speedometer dropping as they rev power back to the engine. So be sure to take the hills dead centre and with no waggling to the side, as impact against the chocolate mountain walls will cause a crash.



Track Layout

After the first wide right hand turn, there's sharp left with the first set of crystals, leading into another wide right which straightens out onto a narrow mouth shaped tunnel (patrolled by a bomb in the centre of the road), which is great for firing green shells backwards. A wide left turn, past a Yoshi billboard and then a sharp right past a construction sign lead onto the next set of power-up crystals and a long, shallow left bend, marked by a big hill, which is ideal for dropping booby traps across. A bomb, typically, hovers just past the hill peak, so you're best taking either side of the hill rather than the centre line. Continuing to veer left, the wall of chocolate on your left will cut off, and you'll see the track you've just raced across below you to your right. If you fall off the left side of this 180° turn, you'll be back to the halfway point of the race. So whilst mini-turbo power slides will get you around this massive corner faster, they need to be finely measured if you're not to spin off. In the heat of competitive play, bigger players should be trying to bully you off the road. Sticking with the centre of the track and bouncing up and down to keep your speed up and direction set is advised. Sadly, the drop on your left isn't the only hazard here. The huge chocolate mountain on



your right is crumbling, echoing the fantastic mountainside track of the Super NES's Stunt Race FX, and

it's all too easy to get squished by the massive tumbling rocks if you don't watch the road ahead for the shadows of incoming boulders. There's no real reason you should get hit if you're looking for these, but in the heat of battle, it's all too easy to lose

concentration and get cruelly taken out of the pack by an almighty rock.

The road swings right now through another set of crystals, but there's still no barrier on your left until you come to the huge Nintendo sign that signals the last straight, so you're still prone to over steering right off the edge or getting barged off by one of the larger karts, so be sure to hug the right hand side. Bobby trappers should take note of this, however, and dutifully scatter bananas and fake crystals across the middle and right side of this whole stretch to force rivals along the more perilous side.

The last stretch is marked by three big humps in the road, which don't provide much of a problem if taken straight on, but players careering around the last corner to take the first hump at an angle will find themselves spinning out and either crashing into the walls or stalling on the brow, with the second and third humps still left to accelerate up, which is incredibly difficult form a standing start.

Combat Tips

This is a hugely entertaining track, that's packed to the hilt with indigenous obstacles and death traps, so it's a saboteurs haven, with loads of opportunities for dastardly obstruction. The steep walls of the first straight and long tunnel provide a natural opportunity

for mining with stationary booby-traps and better yet, green shells, which ricochet along the walls at break-neck speed. Sadly, these walls mean red shells are prone to bouncing out of action prematurely though.

In a course designed for heavyweights, the abundance of narrow roads, big bumps and sheer drops make ramming lightweights all over the place an absolute dream, but it's easy to get carried away and end up colliding with obstacles or falling off cliffs yourself, so try and bully your opponent when he's penned in by other racers, and remember he has the advantage of greater manoeuvrability to dodge your point scratching playfulness.

For the pure racer, or lightweight anxious to avoid all contact, a good power-boost start is essential to get ahead of the pack, and then precise adherence to the racing line to keep ahead, bobby-trapping at will to stay in front. As ever, over-enthusiastic sabotaging should be tempered by a keen memory of what you've laid, as there's nothing quite so humiliating as falling foul of one of your own traps on the next lap around, because everyone behind you avoided it. With red shells ineffective (apart from the long rock slide shallow curve), there's little to stop you keeping your lead, apart from green shell hot zones laid for you back at the start of the track, or a Bowser shell from behind.

Lighter karts have a tough time on Coco Mountain, mainly because of the uneven racing surface.



MARIO RACEWAY 567M

Overview

The final track of the Flower Cup is a return to more traditional racing, with Mario's home track providing a Formula 1 style driving challenge across a large, relatively flat circuit. This was the course played in the Japanese Mario Kart time-trial championships, since it offers the best hardcore driving challenge of the whole game.



There are no obstacles cluttering up the track (apart from the bombs, which are particularly lethal on the convoluted, narrow track), and just three crystal strips, but there are an abundance of twisting corners and tight hairpins, frequently banked by sand pits and snapping Venus fly-trap plants, familiar to Mario aficionados.

More than most, this track really demands practice on the solo mode to prepare you for competition, as you'll find that the computer controlled karts really up their aggressive level as you struggle to qualify in competition. More than ever, they'll swing wildly across the narrow track, seeking to push you off your racing line and into fly-traps or sand pits.

This is the track that truly tests your mastery of the power-slide. Chugging around at high seed, nudging around corners may win the race against CPU karts, but against another player, it's the driver who can power around every corner who'll grab a mammoth lead. With practice, you should be able to attack every single corner with a power slide and this is why the designers have put all the obstacles on the periphery of the road. Ill-judged power slides will inevitably throw you into either traps, the rough, or just way off the beaten track, so it's important not to be discouraged when your first few practice runs deliver disappointing, crisis-packed laps. If you persevere and master this track, you'll be a true karting expert, and will have the confidence to use the mini-turbo power slide in every subsequent race.



Track Layout

The short opening straight offers a good opportunity to turbo-start in front of the pack. Hug the left hand side of the track, power sliding wide around the first right corner, taking the left side of the second straight, and snagging a crystal as you power-slide right again past the Yoshi billboards. There's a wide, shallow corner left around a hill, with deep grass banks on your right where other racers (or poor power slides) will send you, then a short straight past a big mushroom leading to a tight hairpin. The second set of crystals clutter your vision of a shallow S-bend, littered with Venus fly-traps, followed by a short straight then tight 180° bend right, with a massive sand pit running along the left side. Take this too wide and you'll end up spinning through it, or hitting the fly trap on the inside left apex of a sudden 180° corner left, which leads to a huge green pipe tunnel (after blasting through the final crystal strip). A final 90° corner right, past more fly-traps and you're in the final straight.

Combat Tips

Since this is one of the most demanding pure racing track of the game, it provides a great opportunity for sabotage. Self-professed experts will be struggling to follow the racing line, power sliding at the exact right spots and generally getting in front through driving prowess, so anything you can do to throw them off their route will be extremely irritating. Good old fashioned lane hogging is great fun on this narrow track,

Knock drivers off the racing line with annoying bananas!

preferably with triple green shells spinning around you, to knock racers off the track or into bombs and fly-traps, but even unarmed obstruction is valuable in taking your opponent from his line.

Bananas make a particularly effective form of sabotage, littered just after corners to snag power-sliding karts, and utterly ruin racing tactics, whilst fake crystals are as effective as ever tucked inside the unavoidable power-up strips.

Green shells tend to drift out of play, flying up over hills or down the road banks, but manual aiming is easier on the narrow course, particularly early on, whilst the pack's still bunched up, and red homing shells have a pretty long range over the short course.

The most frequent power-up is the invincibility star, which lets you cut across the huge sand pits or shave off shallow grass banks, but for the trouble-maker, ramming your opponents from the side rather than behind is advised, to knock them off the track completely rather than just overturning them on the road. Speed-up mushrooms are also pretty frequent, and these should be used to take a break from the sweat-inducing stress of non-stop power sliding to whizz across corners.

In short then, there's ample opportunity to win the race by foul means rather than fair, and whilst the course offers massive advantages to the skillful racer who's mastered power slides, using such methods in competitive play exposes the driver to gleeful sabotage!

Invincibility stars are the most common power-up here.



WARIO STADIUM 1591M



Overview

The first Star Cup track is a real monster. The second longest track of the whole game, and evil Wario's personal training ground, it's unsurprisingly a killer for the little guys, providing instead a mighty moto-cross battle for the heavy karts. Luckily for beginners though, there's a few sneaky tricks they can pull to reward ingenuity over brawn.

Track Layout

The dirt track opens on a straight (the egocentric Wario's head grinning all along the right hand stadium walls) with four small hills leading into the first, sweeping left corner. A turbo start is essential here to get the momentum up, and whilst the heavy guys can easily accelerate over the speed humps without losing much speed, pressing the jump button on the crest of the hill to jump over each second hump, the light karts should keep a straight line and avoid jumping, to minimise the inevitable loss of speed on impact. Heavy karts should try and bash smaller karts on the opening pack rush, to spin them out into the walls.

Power-sliding out of the first corner is trickier than usual, as the dirt road reduces traction dramatically, but it's still worth persevering, as you accelerate onto a straight climbing a much steeper hill, which is a real struggle for light karts, and which is patrolled by a bomb, designed to stop you dead and make the climb upwards almost impossible. Over the crest, power

slide left around the corner, collecting a power-up crystal, then take the centre yourself to move through the tight Z-bend, a narrower section ideal for close quarter combat with green shells. Out of this set of chicanes, there's a tight 180° loop through the second set of crystals, and two more speed bumps (or hills, depending on your size) leading straight into a 90° corner left, then sharp right. You should have a top speed by now, and careering off your racing line and into the side barriers is easy, so remember to line yourself up before you hit the bumps to take the quickest and straightest line through these two corners.

A wide 180° straightens out into another set of two big jumps, another ideal place to knock out your opponent to kill their acceleration and knock them down a few places. Again, heavy karts should be able to jump from the peak of one hill to the peak of the next, especially with a mushroom speed-up, but smaller karts will just have to grin and bear the shuddering impact of each jump. A 90° degree corner right lets you slide through the next set of crystals, and onto another short straight, that is plagued with humps and bumps, leading to a 90° corner to the right. Small karts should hug the left outside chevrons where passage is longer but smoother, whilst heavy karts can just power through with little concern for speed loss. Three more humps give way to an extremely





Players
1-4



Cartridge
96M



Memory
Yep!

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

Racing
Japan

Released:
Price:

June '97
£59.99

tight 180° loop, which must be taken early on the inside straight to avoid smashing into the wall on the right, before you reach the longest straight of the track, with eight humps leading onto a long dip in the road, with the next set of crystals at the base of this dip. A mammoth, wide 180° loop, with another set of crystals, leads onto the second longest straight, which just happens to feature a massive jump across the previous straight. Failing this jump, for whatever reason, puts you back almost a quarter of the lap, an almost invariably fatal disaster.

Accelerating past this jump, another set of crystals mark a 180° turn right, which leads onto an incredibly tight U-turn to the left, looping back onto the finishing straight. Power sliding around this final, killer corner is not recommended to beginners.

Combat Tips

The most frequent power-up collected on this ferocious track is the green shell, and after two laps, Wario Stadium is inevitably congested with these lethal missiles rebounding all around the track. More than ever then, triple green shells are an invaluable defence against roving killers, and should be used judiciously.

Apart from the lethal green shells, bananas (which are common) make particularly effective traps, as spins are so much more extravagant and time consuming on this dusty course, and by placing them on the brow of a hill or just out of sight in between the speed bumps, you can cause major crashes, particularly if you catch one of the lighter, struggling karts.

The real treat however, is the opportunity afforded by the huge jump in the last third of the track to knock your player back almost a fifth of the track. How? Well aside from trying to ram or spin-out your opponent at the jump off point, sending them tumbling down to the track below, the most enjoyable and easy way is to get a lightening bolt and activate it just as the enemy is at the peak of the jump-over point. He'll shrink, spin out, and tumble down; forced to replay a huge chunk of track. Hot tempered karters decide before the race whether such nastiness is permitted, as the successful execution of this trick will inevitably decide the race.

SHERBET LAND 756M



Overview

Many of your hard-won play skills and tactics will be thrown out of the window on this track. You can say good-bye to smugly pulling of mini-turbo power slides for a start. You'll rarely get enough traction on the slippery ice island to turn your smoke yellow, so don't bother trying. You can still power slide with some success, but making plenty of small jumps as you round corners is the best tactic to maintain speed and control.

The penguins and bombs also sabotage any conventional attempts at adhering to a steering line, too. Every corner and straight is pretty much judged on the spot, depending on which way the foul blue fowl are wandering, and whilst

the adventurous player will seek to ram opponents into the birds. The more prudent will just concentrate on trouble free navigation. Similarly, whilst ramming rival karts into the icy water is good fun, it's wiser to hug the wall along the right side so that you yourself are not rammed out of action, either by other racers or those pesky penguins. Falling into the ice water offers the most severe penalty of any track, as not only do you have to get winched out, you also have to wait for the block of ice around you to melt, which takes what feels like an ice age itself!

Track Layout

Water runs along the left of the fairly narrow track, and instantly, a penguin looms, waddling left or right, jumping on its belly then sliding across the track. The best tactic for the road-hogging penguins is simple. If they're walking rather than sliding, just cut to take the side of the track in the opposite direction to their waddle, and you'll have no problem. If they're sliding or jumping into a slide, just aim for the point they're at when you see them, and by the time you get there, they'll have gone their merry way. Despite their apparent arbitrary perverseness, this tactic cannot fail, and it's only panic on your behalf that leads to collisions.

Past the first penguin, the track narrows drastically as the first 90° turn to the left appears, patrolled by

another penguin and a bomb. The same rules apply to this penguin, although obviously, the difficulty is increased since you should be at full speed by now, but just keep jumping to wiggle in the direction you want, and you should get through without incident. Advanced players will note the first opportunity here to jump the inside corner of the ice water on your left, shaving a chunk off the corner and allowing you to take a much straighter line. Such heroism is rewarding, but hugely difficult to pull off regularly, and should not really be tried when there's other karts close by who might ruin your heroic jump and push you over the edge. As a rule, corner jumping should be avoided by race leaders, who can't afford to be iced, but tackled by stragglers, who have no choice but to take the risk.

A longish straight leads through the first set of power-up crystals, and beware the crevices creeping into the left side of the track as you approach the second left turn (which offers another corner cutting jump). Now you'll be on a wide open expanse, with a tunnel in the far distance and a huge rock sticking up out of the middle of the ground. On the left of the rock, on the natural racing line to the tunnel, there's the second row of crystals, but if you detour to the right of the rock, you'll find one rogue power-up. This detour marks a good place to shake a red shell, or guarantee yourself a power-up whilst the pack storm through the crystals on the left, but there's no dedicated power-up in this crystal.

Heading for the tunnel, it's double trouble, as two penguins noisily patrol the entrance. Again, these follow a strict pattern of walking away from each other to the far edges of the tunnel exit, then turning and jumping into nose dives at each other, sailing past to opposite ends. It's all very cute to watch, but a nightmare to get through, particularly in the hustle and bustle of the pack, so the best option is to go straight for the centre line. Trying to steer around individual penguins is suicidal, as whilst avoiding



About Mario Kart⁶⁴: Don't bother using turbos on the ice levels, as you'll just pin the wheels and gain no extra speed advantage.

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one the other will inevitably sail into your side, so just put your foot down, and if it becomes clear that you're not going to make it, make use of that rarely touched brake button. It's better to lose some speed and let them past rather than being knocked into a tailspin.

The narrow tunnel (a nightmare for loose green shells) veers right then left into a huge ice cavern, with no obvious clues to direction. Four stalagmites are circled by eight fat penguins, and inevitably chaos ensues as the pack slams through, bashing into the birds and spinning all over the place! Individual routes can be developed based on how finely you want to cut past the penguins, but the easiest and safest route through, is to drive straight through the middle of the first two stalagmites (the first on your right, second on the left), snagging a power crystal, aiming for the red arrow pointing left on the far right wall. At the last second before you hit the wall, hop left, hugging the wall to avoid the third stalagmite on your right. Now head straight for the next red arrow pointing left, and instead of skidding left to avoid the fourth stalagmite, go for the wall, sliding through the gap between the stalagmite and the wall (slowing down to avoid a penguin if you're unlucky enough get behind one). Now you'll turn right into the tunnel exit, and if you've kept to the route, you'll have avoided any collisions. Needless to say, on mirror mode, all your calculations are ruined, making this track as disorientating as Toad's Turnpike.

Out of the tunnel, the track



narrows to a thin 90° turn right onto an open, with a final crystal strip on your far left, placed to lure you into the sea. If you're holding onto a power-up, take the shorter line along the inside wall, and again, cut the last left corner with a jump if you're playing catch up.

Combat Tips

Green shells are the most popular crystal power-ups in Sherbet Land, and whilst they fly out of play over most of the course, they're brilliant for causing chaos in the tunnel and cavern at its centre. For reverse firing, they're great in the narrow tunnel (is there anything more satisfying than scoring a direct hit in this way?) but in the cavern itself, they're even better, as they're practically unavoidable as they whizz about, bouncing off walls and ricocheting at incredible speed. The nasty player will hold onto all his green shells and blast them into the cavern on every lap to ensure trouble for the race leader.

Second most popular power-up is the invincibility star, which is a real race winner if saved up for the cavern. Sailing through the penguins and shells mean the invulnerable player can rush straight through without a care, smashing rival karts and generally having a great time.

Red shells are also common, and these have a pretty good range across the flat, wide open stretches, whilst bananas are particularly effective on corners and placed at the cavern's entrance and exit to provide spectacular spin-outs. Without doubt, Sherbet Land provides the fiercest, most chaotic wacky racing yet seen, and is also one of the hardest course to qualify on, as CPU controlled karts have relatively little trouble negotiating the penguins and navigate exceptionally canny race routes. Beware and be calm!

ROYAL RACEWAY 1025M

Overview

A real office favourite, this beautiful course offers some fiendish high banked hills and ingenious track design to guarantee enthralling, maximum adrenaline racers, set around the grand castle of Princess Peach herself, as realised in Super Mario 64.

This is a real test for how accurately you can pull off power slides and mini-turbos, with plenty of tight corners to negotiate. However, all of them are bordered by slippery grass or, worse still, steep falls into the sea that runs around about a third of the track.

The Venus fly-traps from Mario Circuit also make an unwelcome cameo along many of the bends here, offering more punishment for errant drivers, and the bombs, as ever, pop up in all the trickiest places to sabotage your hard driving route.



Track Layout

The long opening straight sets the scene: grassy bank to the right, sharp cliff on your left; leading to the deep blue sea. Just ahead of you the huge fly-over jump is visible stretching out over the water, and as the pack jostle for early positioning, it's all too easy to get bashed into the water.

Power-slide around the shallow left corner, clipping the first crystal strip and immediately taking your line to turn left again. Minding the fly-trap on the inside corner, take

the U-bend straight across the middle line, slowing down if you're lacking confidence so you don't slide to the left and over the edge into the water.

Another 90° turn to the right puts you in safer territory, with both sides of the road now hilled off, but the grass banks are exceptionally slippery, so great accuracy is still essential. An easy right and left follow (with more fly-traps along the road edge), and the second set of crystals, then a longish straight leads to another U-bend, past some Luigi billboards and onto the big flyover straight. Although the entrance to the inclining flyover is plenty wide enough, if you come swinging around the U-bend with mushroom speed-ups or invulnerability star, it's all too easy to speed past the flyover entry, and small walls at either side prevent you from steering back onto the ramp late, forcing you to stop, turn around and try again. This is incredibly time consuming and all too easily done, so be sure to think before activating a mushroom here. Once you're on the bridge, however, the well armed kart is in a great

position to take out enemies who have nowhere to run, and the triple shell is particularly fun, as are solitary green shells which, fired into the pack from behind, are bound to get a hit, either directly or on the rebound.

The two speed ramps leading to the final jump increase your acceleration for the super long jump that is imminent, and whilst positioning on the first is irrelevant, on the final ramp, it's essential that you line yourself dead centre so that you launch straight down the middle





Players
1-4



Cartridge
96M



Memory
Yep!

Publisher
Developer:

Nintendo
Nintendo

Game type:
Origin:

Racing
Japan

Released:
Price:

June '97
£59.99

of the long fall down to the road, over the sea. If you leave the ramp at a slight angle, you'll veer massively off course and instead of landing plumb centre on the road at the other side, will smash into one of the hills on either side of the track, constituting a full-on crash.

Landing successfully, you'll hit the next straight at tremendous speed, particularly the heavier karts who will have absorbed the landing impact better, and will hit the next U-turn at breakneck speed, powering through a crystal strip (with Peach's castle on your right). The next section is designed to punish drivers motoring faster than they can handle, as you enter a vicious Z-shaped stretch, patrolled by bombs and offering fly-traps and a step fall to slippery grass on your right. And on the last corner leading down a hill, an evil cliff fall claims crash victims every time, so fast is your momentum now. Only the most skillful of drivers should attempt power-sliding around this vicious Z-bend, as disaster is almost inevitable. If you really can't handle that last cliff corner at conventional speeds, it's possible to take the inside corner on the right, losing a touch of speed on the grass but accelerating through and back onto the road to snag a power-up from the last crystal strip, before the road turns left onto the finishing straight.

Combat Tips

Royal Raceway is such a keen test of racing with so many perilous cliffs and steep banks, that any booby-traps left in your wake are bound to be effective. Bananas and fake crystals are all welcome power-ups, ideally in the middle of corners. The two accelerator speed ramps also make ideal points of sabotage, to throw your opponent off the straight jump line and into the hills by Peach's castle.

Loose green shells tend to get lost, but red homing shells have an impressive range, and these are a common power-up on this course.

Whilst mushrooms and stars are also popular power-ups for lower placed players, they tend to cause more trouble than they're worth, as there's so many lethal drops speeding players tend to accelerate into. The best place to use a star is on the last Z-bend, where the invulnerable player can cut through the grass and trees on the right, skipping the last lethal drop, and rejoin the race on the last straight.

BOWSER CASTLE 777M



Overview

The fiery ocean and smashing thwomp blocks that made the Super NES castle such a nightmare return on the N64 with equally devastating results. If you're playing in Grand Prix mode and need a high ranked victory here to qualify for the cups, forget it. If you've struggled with the pace so far, this fitting climax to the Star Cup will finish you off, as not only is the course tortuous, but all the CPU karts now up the pace.

Track Layout

You start the race on battlements leading to the entrance of the castle. You're walled in at first so there's plenty of shoving as the pack set off, but get clear quick, because just before the castle entrance, the battlements give way to a rickety wooden bridge, with exposed sides leading into a fiery sea.

In the castle courtyard, a wide corner right runs past a statue of Bowser, belching flame (which doesn't harm you), and you can easily power-slide and turbo through the first crystal strip and into the castle proper. Should you slip onto the grass and spin out, the shrubs running down both sides of the road will stop you dead.

Through the archway, brick road gives way to royal red carpet and the first set of angry blue thwomps. At the far end of the corridor, you can make out a green caged thwomp, and an arrow pointing left. To get past the four thwomps, you're best leaving the red carpet and steering onto the blue and white checked floor to the left or right. The thwomps fly up and down the corridor, hovering left or right than smashing down to the floor, far too quickly to avoid, but they stay mainly over the red carpet down the centre, so if you hug either wall, you won't get hit.

Follow the carpet left then right and you'll come to another long corridor, with a tiny archway

marking the exit at the end. Two thwomps hover around the entrance to this corridor, ignoring you at this point. The three thwomps at the exit hover in a horizontal line, alternately blocking a third of the exit by stamping down, from right to left. If you slow down to think about your route, the previous two thwomps will rush down behind you and bash you, so you must keep your foot down and simply time your route underneath the thwomp who's just lifting up. When you're in a pack of other drivers, this is inevitably a scene of unbridled catastrophe, as drivers try to ram each other under thwomps. And whilst it's bad enough to get squashed, when you get regenerated, you'll often still be in front of (or under!) one of the thwomps, with a dead start to recover from, meaning it's easy to get squashed again!

It's a sudden right hand corner past the thwomps, leading into a long narrow corridor patrolled by an effectively positioned bomb, then a right turn into a wider stretch of corridor, with two thwomps positioned a few hundred feet apart, sliding left and right and offering two more potential collision points. Much like the penguins, it's just a question of steering at them, so they've passed when you hit the point you aimed at, power sliding left round around the sharp corner and onto a short, narrow bridge which runs over another stretch of lava. This is a real horror in the pack, easy to get pushed off, and it's essential you hit the bridge with your speed and direction in control, or you'll just fall off with over excitement. Turn right past the bridge and you bump down the stairs of the main castle exit, decorated with paintings, and into another courtyard. Since the red carpet has slightly less traction than the stone floor, it's easy to skid when turning in, and spin out across the stairs into the wall, losing valuable time, so when you exit the



The first courtyard you encounter has a large statue of Bowser who belches flame at you!

bridge, it's worth just nudging off the accelerator so you enter the stairway in complete control, steering to the right so you can turn the left corner into the courtyard wide, collecting a crystal as you exit. It's a 180° loop around the courtyard, and instead of power sliding, just jump your way around so you stay on the road, as the edge of the cobbled road is surrounded by trees. Follow the high walled courtyard exit to a 90° corner right, staying centred as you cross another rickety wooden bridge that has no perimeter, and you'll hit an ascending road, circling left and up to a large jump. You can't power slide this road as it's too long, and you'll barge into the side, so just keep your finger on the accelerator and keep hopping to steer yourself left, on the inside track, and don't lose any speed or you won't make the jump.

Landing on the other side, you'll see another set of crystals, and two towers, the nearest on the left, furthest on the right. Driving to the right of the first tower, collect your crystal and then steer hard left of the second to make the final jump of the race. One last corner right and you're back at the finishing line.

Combat Tips

Another booby-trapping heaven, with any tactic to slow your opponent near the thwomps a good idea. Littering bananas around narrow exits or just before thwomps is great fun, whilst the two bridges also offer ideal sabotage points.

The labyrinth architecture of the castle makes red shells largely redundant, but Bowser shells are a common power-up, and the many enclosed rooms make scattered green shells great equalisers.

There's so many natural hazards on this nightmare track, that most players lose their head and forget about monitoring their opponents in favour of just ploughing on, so a cool head and some position awareness inevitably pays off. More than most tracks, a good lead early on can pay off, as most of the problems arise from negotiating tricky areas with other players barging you into hazards.

About Mario Kart⁶⁴: Thwomps are a complete nightmare to avoid, as they were in the Super NES game. Simply watch them move and then time your lunge.

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DONKEY KONG PARK 893M

YOSHI VALLEY 772M



Overview

Donkey Kong's jungle race course provides the fastest track yet. The sparse scenery means that this track feels like it's running twice as fast and this, combined with the slippery dirt road and increased difficulty in avoiding the bombs make it exceptionally tough to qualify for beginners.

Track Layout

The dusty dirt track opens with a shallow curve right, giving way on your left to a river, patrolled by a Mario steamboat. Sliding left into the water or right onto the tree infested grass is a bad thing, as you accelerate for the first set of crystals. The road veers right and up, to a big fly-over jump and be sure to hit this twisting incline centrally, so you don't slide past the fence running either side of this ramp and off the course. As soon as you steer between the two sides of the fence onto the incline, move hard to the side, to miss the bomb that's patrolling dead centre, just in front of the speed ramp that propels you over the water and down to the next section.

When you hit the ground, the ridge around the end of the road will stop you dead, so rev and circle left, sticking to the right side of the road, away from the river, and slide through the second set of power crystals. Turning the right corner, you'll now enter a stretch of two U-bends, one wide, the other narrow, with no barrier across the edge of the road, which itself loses traction. You can build up immense speed here, but if you spin off the road into grass, hidden meenies will pelt you with rocks, sending you into spins, so tight control is required.

Due to the reduced traction, power slide mini-turbos are very difficult, so it's best not bothering, as this is a notorious patch for elaborate spin-outs, particularly if the road's been littered with bananas.

Exiting this stretch of twists and turns, you'll hit another set of power-ups and a narrow wooden bridge leading past a waterfall on your left and into a dark cave deep in the cliff face itself. The entrance to the bridge itself is fenced on either side, and very narrow, so it's easy to get bashed off target and end up having to turn around, so be sure to take aim carefully.

Inside the cave itself, the road leads around the right outside edge, circling left and up a small incline to the exit. Inside the cave, the final crystals lurk off the path to the left, luring you into trying to hit the hill leading out at a higher point than the path. If you've got a speed mushroom or are a heavier kart at full speed, you can make this sudden incline, cutting off a big section of track. Smaller or slow moving karts, however, will stall and roll back, making this a truly thrilling climax to a thoroughly bone shaking track.

Combat Tips

Bananas are the most common power-up on this track (well, it is Kong's), and they prove incredibly troublesome. Slipping into the water is bad enough, but on the slippery bends at the heart of the jungle, slipping off the road will get you pelted with rocks.

Red shells have a long range here, whilst the cavern at the end of the track makes a great loose green shell hot zone. The final bridge leading under the waterfall offers the best sabotage point, for both rear fired green shells and static booby traps.

Overall, the chaotic nature of the course layout makes early leads invaluable, booby-trapping as you go and negotiating natural hazards without the difficulty of other players barging you, but inevitably suffering from a barrage of lightning strikes and Bowser shells.



Overview

This offers beginners by far the most terrifying and confusing race: the track twisting and turning through a multitude of short cuts and erroneous paths around a canyon. Whilst it begins innocently enough, looping over a bumpy mountainside, when the course hits the narrow ledges of the canyon, all hell breaks loose. As well as the sheer chaos of the track layout, the rarity of crash barriers providing a safe cushion for error ensures that to begin with, everyone will be sailing into the near bottomless pit around the course.

Also joining the fray, and standing alongside these pesky penguins and malicious moles for

The severe lack of crash barriers on this course means that nearly all players will be constantly sailing into the bottomless pits that are at every corner.



sheer vindictiveness, are a pack of road hogging hedgehogs. And no, these aren't your common as muck British variety, who flatten satisfyingly and harmlessly under your wheels, but super robust, mean-as-hell critters, who patrol their sections of track in packs of three; sending even the heavyweight karts spinning if you even glance their spiky bods.

The final injection of meanness is the thoroughly scrambled race position display. The set of character icons that indicate the respective placement of each driver are now masked by question marks, so by the time you get out of the lethal confusion of the central spaghetti junction, you've little clue as to who's who on the scoreboard until you make the final flag. However, whilst individual characters are disguised, the icons still accurately reflect the positions, and instances such as crashes (a spinning icon) or special star activation (flashing icon) can be used to tell you just where you stand in the proceedings. In Versus Mode, of course, you should easily be able to tell who's where just by glancing at the other player's section of screen.

Track Layout

The course opens on top of a hill, with wide banks of grass either side of the road, which sweeps gently to the left. As you see the first strip of power-up crystals, the road dips violently to the left and runs down to two flags signalling the entrance to the canyon. Whilst the chevrons point left and right at the entrance, the right route is significantly longer, offering only a safer route with more crystals.

Instead, turn left, and you'll see two more routes available. Straight ahead, an incredibly narrow path (route A), barely the width of your kart, stretches to join a larger section of the canyon. To your right, a pack of defiant hedgehogs shuffle sideways down a shallow hill, this



Players
1-4



Cartridge
96M



Memory
Yep!

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

Racing
Japan

Released:
Price:

June '97
£59.99



path (route B) leading left through a tunnel which eventually joins up with the far left, narrow path. The route through the hedgehogs is substantially shorter, but negotiating the hedgehogs is incredibly tricky, almost guaranteeing spin outs, and if you hit the first, chances are you'll hit all of the critters, crashing into the handy fence at the bottom of the hill. Even worse, turn left through the tunnel and up another small hill, and there's another four, which are slightly easier to whizz through but still deeply unsettling, making this route one for experts and desperate-to-catch-up hoppers only. Up this second hill, the road veers right, and up another hill, and from over your shoulder, karts who've taken the slightly longer route will come powering overhead, with the advantage of having collected a crystal from their longer, simpler route.

You'll now find yourself on a straight leading into a huge U-loop, with a strip of crystals on the first bend, and a relatively easy power slide around posing no problems. However, if you've collected a mushroom, there's a great, albeit difficult short cut option. As you approach the looping bend, and the fence on your left abruptly stops, the track on the opposite side of the chasm you're turning around is close enough to jump across with maximum speed augmented by a mushroom. This demands you accelerate towards the end of the fence, veering left, then activate the power-up to jump the track, meeting conventional drivers head on, as you pull off a power slide to turn around 180° or brake and turn slowly. Whilst this trick cuts a big chunk of road out, it's inconvenient repositioning your kart on the other side, inviting smashes with other karts, and since the track has run out of fence, wild tumbles and spins are likely, making this a cheat for the super-cocky and ultra-desperate only.

Whichever method you employ, you'll end up on a very long, winding road (that's fenceless) leading to a wide circle at the end of the cavern and a mammoth Yoshi egg, slowly drifting to and fro at the entrance to a bridge which leads back on the hillside you

started. The egg's so slow moving, it's easy to avoid (after clipping a crystal), but the bridge is narrow, and you can easily be smashed into the sides of the fence running either side, forcing you to turn back and try again, and putting you at risk from the egg again.

Across the bridge,

there's a steep, narrow road through the hills up and to the left, cutting sharply to the right at the top (don't be deceived by the lap banner on your left!) then looping back to the left and the finish line.

Combat Tips

Red shells aren't too effective here, tending to get lost over the frequent wide stretches of road and sailing off into space. Similarly, there's few opportunities to set up death traps with green shells, apart from the last bridge leading off the canyon onto the mountain, which is so narrow, it's almost impossible to miss when shooting backwards or forwards. This bridge also marks the lethal death-trap to sabotage when you're trying to knock out your pursuers. Bananas are okay for spin-outs, but it's worth saving a fake power crystal and depositing it dead centre of the bridge, where it's simply unavoidable. Bananas are common, and with the high speeds, chaotic structure and lack of fencing, these make great defensive weapons, spin-outs inevitably leading to over-the-edge catastrophe.

The complex central section can cause problems for even the most experienced player, and this track more than most, gives rise to some of the more ridiculous gaps between first and last place, with complete lapping possible if you're playing a real duffer. As a rule of thumb, it's best to lay off the power slides and stick to hopping around corners, losing some speed but maintaining control at all times.

This bridge is guarded by a huge Yoshi egg which sways from side to side. It is easy to avoid though.



BANSHEE BOARDWALK 747M



Overview

This superbly spooky track provides the most obviously artificial course, a series of thin, often fenceless bridges stretching over a black sea, leading through the mammoth haunted house at its centre. An abundance of ghosts glide up and down several sections of the track, but all they do is obscure your vision, and should be ignored, whilst road wandering bombs prove even more sneaky – even hiding behind power-up crystals!

It's the tight, 90° angles that make up so much of the main course that causes most trouble, however. The fence inevitably tapers off at the apex of ideal power slide trajectories, yet this is such a 'pure' race track that corner cutting and adhering to race lines is all but essential. Much like Sherbet Land, the sharp angles common to most corners just beg to be jumped over, taking the straightest, fastest line, but the penalty for mistakes is dramatic, as you are ditched then retrieved from the sea.

Track Layout

The first straight leads into two sharp corners, left then right, with both outside edges of your slide corners penned in, so power sliding is fine. Veering right onto the second straight, the first power crystal strip looms in the distance, followed by a 45° corner (protected by another outside fence) that must be taken early, although the narrow angle makes this an ideal corner to cut by jumping over the middle angle.

Out onto the third straight, a huge but harmless fish bounds out of the sea over the bridge, which drops sharply, then ascends to another sharp left turn. Ignoring the ghosts, you'll come to the second set of power-up crystals, and a ferocious, shallow Z-shaped bridge, that's not only perilously thin, but fenceless. First things first, a bomb lurks behind this set of crystals,

and you may have to nudge off the accelerator slightly to spot its fizzling fuse through the multi-coloured crystals. If you haven't slowed down slightly, you'll hit this deadly bridge at full speed and almost certainly sail over the edge. This really is one of the nastiest hazards of the whole game, and should be tackled with a cool head and minimum steering – just nudging slightly to the right at the first turn – rather than wildly wagging the analogue stick. Experienced players will eventually master taking this bridge with speed-up mushrooms activated, but beginners should slow up a little, rather than wasting time getting drowned. Whilst bobby-trapping this bridge with bananas is highly effective, it's also incredibly tricky at high speed.

As the bridge joins the wider wooden planked road, there's a sudden drop, and then a wide 180° loop that leads into the ghost house. The outside edge of this corner is completely open, so late power slides are fatal, whilst barging karts from the inside line to the outside and over the bridge is highly recommended.

Past the dilapidated 'Welcome' sign at the Ghost house, the red arrow points the way, the courtyard turning immediately left, as a flock of bats come winging at your kart, startled by the noisy intrusion. Sticking to the right side of the wall keeps you out of the way of the main bunch, but ruins your approach to the U-corner right coming up, so it's best to battle straight on through, suffering some slight jolts and shocks.

As you hit the bats, you'll see a huge chasm on your left, barring access to the obvious exit point (sign marked by a yellow arrow). Whilst you can steer around this, braking heavily to turn the corner, it's faster to aim straight for the narrow crack on the

About Mario Kart⁶⁴: When trying to avoid moving objects, try to aim at the position they were in when you first saw them. Do not panic or you'll hit them head-on!

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turn over for more...



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outside edge of the chasm – just by the wooden strut standing up – and jump the corner, giving you a straighter run into the last section of the courtyard. With a mushroom power-up, you can obviously jump even further.

Round this second corner, another swarm of bats launch at you, and these really are unavoidable, and more arrows lead to the left hand corner through some power-up crystals that lead to the exit, and back to the wooden road. A lurking bomb at the narrow exit inevitably catches its fair share of victims, and again, a judicious relaxing of acceleration can pay off in the long run.

A sharp right out of the haunted house leads to the final looping 180° corner, smashing through the final set of crystals and onto the finishing line. Again, the outside corner of this bend is exposed, making last ditch power slides dangerous.

Combat Tips

Bananas are the most frequent and lethal power-ups on this track, with plenty of exposed corners providing ample opportunity for lethal spin outs. The vicious Z-bend bridge just before the ghost house, as already stated, is the best booby-trap point, even better with fake crystals, but the ghost house exit is narrow enough to provide another prime kill zone.

Now the tracks have become more difficult, so the value of the red homing shell – a basically lazy attack weapon – has been diminished, the game encouraging you to explore more imaginative forms of destructive expression, and here, they're almost useless, either rebounding off the fences or flying into the sea. On narrow stretches of road, it's easy to shoot yourself – if you shoot too close to a fence and get a rebound – whilst the green shells require delicate aiming.

A relatively common crystal on this level is the lightning power-up, and this is essential to one of the more elaborate sabotage techniques. Whilst the bats of the ghost house are a nuisance to normal karters rather than lethal, if a player is struck by lightning and shrunk in the ghost house, his tiny kart will be effortlessly squished by a low flying bat.

Invincibility stars and mushrooms are also common, but these seem designed to encourage reckless driving and crashes into the water, as the over-excited player attempts to adjust to the increased acceleration on this exceptionally tricky track.

RAINBOW ROAD 2000M

Overview

After the glorious climax of the Super NES's Mario Kart, its fenceless, glass-like track providing a hair-raising climax to the game, the 64's re-working is terribly disappointing. Instead of struggling to stay on the road for more than five seconds at a time, the whole track is fenced in. This makes for a rather dull experience, albeit enlivened by stunning neon displays of the all the racers, conjuring a suitably surreal and gaudy atmosphere. But the very novelty of the track – its opaqueness allowing you to see ahead for hundreds of meters – means there's never a surprise corner...

The only real bonus is that there's plenty of U-turns to pull off mini-turbo power-slides, most enjoyably at the figure-of-eight towards the end.

An artificial injection of excitement is offered by the enormous chain-chomps, which basically act as mega road bombs, gnashing through the track towards you moving from side to side, but these are easy enough to avoid using the traditional technique of aiming where it is so it won't be there when you reach it. Looking out for the chain-chomps and bombs are the only real priorities here, apart from wrestling ahead and engaging in the relatively limited battles. Beware, however, that whilst mushrooms are common, the CPU controlled karts cheat, with massively enhanced acceleration and a real determination to win, so don't be surprised if someone you shot five seconds ago starts nudging you out of the way. It's gloves off time!



The Rainbow Road track is raced under extreme low gravity, so you must be careful not to lose traction or even worse, float off the track.



Track Layout

At a mammoth 2,000 meters, the most serious threat offered here is napping off. The only substantial course trap is revealed immediately on the opening, 300+ metre stretch, where a massive hill drops deep into space. As long as you take this hill dead centre, you'll trundle down quite happily, curiously experiencing no rush of speed in the presumably low gravity environment as your kart slowly loses its grip and floats down. However, if you hit the crest of the hill at an angle, your kart will lose its tenuous traction and sail off into space, high above the road dipping below, leaving you to drum your fingers for a while until you're grabbed and put back on the track.

At the bottom of the hill, you hit the main road, passing two bombs in quick succession and the first rainbow encircling the track (and Mario's neon likeness winking in the distance). As the road swings right, the first set of crystals appear, just in front of Princess Peach's rather unflattering tribute. This 180° loop, circling back over the straight you've just raced, is invariably patrolled by a chain-chomp, and you should hop around this corner (and the chain-chomp) to regain some control, rather than lazily bouncing into the outside barrier just to get around.

Now the road twists down and left, past Toad's illuminations and the second set of crystals. As the road levels out, approaching a Big-Boo ghost neon, you'll spot your

next challenge: a 360° loop, running left around the main road, with more crystals at its exit. This loop marks a great opportunity to pull off a glorious power slide mini-turbo boost, but if you're trapped in the pack, don't bother trying it, as you'll be bashed into the walls by another kart.

Curling right through more crystals, the road swerves left and down past renditions of Donkey Kong and Yoshi (the best!) in a 180° corner, then veers right to hit another long straight (and another gnashing chain-chomp as you come out of the corner). This straight dips down then up into a large figure of eight, with more chain-chomps, and three strips of power-ups at each apex and the exit point, which leads back on to the finishing straight.

Combat Tips

Far and away the two most popular power-ups on Rainbow Road are mushrooms – so you can keep powering ahead of the pack – and stars, so you can sail through chain-chomps and explode competitors. Aside from these, red shells have a powerful range, whilst green shells fly along as missiles for the race duration, with no escape point unless you fire them into the sky on the first drop.

Triple green shells are invaluable to store for the last lap, as the CPU controlled karts effortlessly accelerate past you. Activating a triple green should ensure no one will overtake you and is therefore essential.

Hit the crest of a hill at an angle and you'll sail into space...

Watch out for Chain Chomps!



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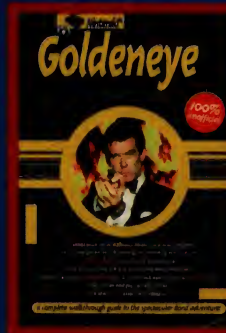


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If you were the kind of kid who always smashed up his/her toys then this game is for you! We present the full guide to all 50 levels, plus Platinum! Times and special strategies!

BLAST CORPS

General Tips

On the World Map, if you complete a level a circle will appear around it. Green if there's still more to discover. Red if you've got everything. Inside the circle, you'll see the colour of the medal awarded.

- Watch the opening sequence for each level – the 'copter will do a fly-over for the entire mission path with target objects shown in red.
- Press accelerate just as the lights turn green, on the fourth beep, for a very useful speedburst.
- On speed trials, you can't exit your vehicle. The Z button can be useful as a brake on these levels.
- When using Thunderfist, try wagging the Control Stick slightly when tumbling through buildings to widen the destructive impact.
- The Cyclone Suit takes more time to build up speed than Thunderfist, but once attacking has a lot more velocity, making it possible to take out entire buildings with a diagonal assault.
- Don't switch off the end credits, watch them through to access secret levels.
- To reach the Moon, you must complete all the courses and find all the Scientists. You must also clear a path for the Shuttle in a special mission (this looks very tough until you find Thunderfist hidden in a building off the main path to the right). To reach the secret levels on other planets, you must get Gold for every mission objective. You then

progress from planet to planet by completing the previous planet. These secret levels are essentially bonus stages which are either wacky low-grav speed trials or wacky low-grav destruction fests. To access the Platinum medal trial, you must get Gold on all the planets.

- The key factor on the destructive secret bonus levels, such as the Moon and Venus, is getting Backlash off-balance or airborne – the low-gravity makes it possible to practically glide Backlash through the air, but by the same measure conventional powerslides result in ridiculously wide turning circles.
- When trying for a Platinum time, remember you don't have to make a path for the Missile Carrier. There's no need to fill holes or make bridges with barges and trains. Your only objective is to destroy the target buildings.
- To achieve the ultimate promotion, you'll need to collect all those Platinum medals.



Cheat Technique

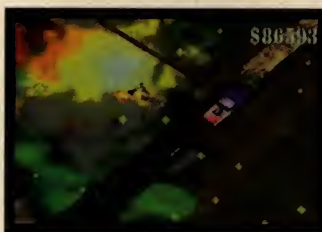
If you're having real trouble with an obstacle, jam Backlash against the building so your driver can't exit and repeatedly press 'Z'. The man will yell and the building will collapse! It works, although its usefulness is dubious in most circumstances.

Simian Acres [Easy]

Platinum Time: 13.6 seconds

Level Description: A small American town consisting of scattered shacks, farm houses and trees.

Guide: Guide Ram Dozer down onto the track, then veer off left following the arrows to clear a path through the town. None of the buildings are sturdy enough to give Ram Dozer much trouble. Once a path has been cleared, you can try out the American Dream which is parked on the train near the start.



Sideswipe [Training]

Time Limit: 1 minute

Platinum Time: 12 seconds

Level Description: Dockland with scattered crates.

Guide: Follow the path around and try to time jackhammer blows between sections to take out four in a go.



Backlash [Training]

Time Limit: 6 minutes

Platinum Time: 11 seconds

Level description: Scattered buildings on wasteland.



Guide:

Besides mastering Backlash's idiosyncratic powerslide,

take advantage of small bumps to get the truck off balance – making it even more destructive in slides. Backlash is critical to the later, tougher missions so spend time here mastering it.

J-Bomb [Training]

Time limit: 5 minutes

Platinum Time: 30 seconds

Level Description: Office block park.

Guide: Aim for the joins between sections for maximum destruction.



Argent Towers [Easy]

Platinum Time: 28 seconds

Level Description: Inner city slum.

Guide: The missile carrier's path is a simple straight line path through slum buildings. As long as you've got the knack of Backlash's powerslide, and make good use of available space, clearing a path is quite easy.



Gold Medal Tips: Although completing the main mission is easy, this level is crammed with enough secrets to make getting a second Gold Medal tricky. On the left of the level, near the start, there's a bright revolving light which seems indestructible – it's actually a pointer for hidden areas.

Use Backlash to push the nearby concrete block away from the ramp which descends into a storm drain. Exit Backlash and walk down the ramp. Use Ram Dozer to push TNT against a wooden door, blasting it open. Go through the door on foot and get into the train. Drive forward to reach a storm drain with Ballista and three ammo boxes. Drive out of the storm drain and return to near the start. To the right, beside the second Satellite Antenna, there's a large pit. Shoot out the wooden door on the far side of the pit using Ballista's missiles – precision is essential. Exit Ballista and walk down the ramp into the pit. Go through the door and follow the underground tunnel to J-Bomb, who's useful for reaching the second Satellite Dish. When going for 100% destruction, use Ballista's missiles or J-Bomb to destroy the flashing light.

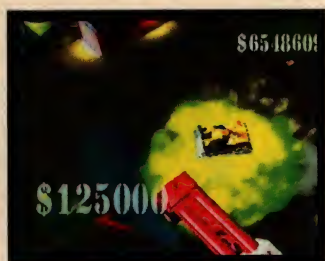
Satellite Antenna 1: Immediately to the left of the start. Easy!

Satellite Antenna 2: On top of a building near the start, on the right. Use J-Bomb.

Scientist: Return to the train tunnel, walk forward along the track while watching for the revolving light. Walk left at this point to find a secret area with the Police Car; use this to explore a maze and find the Scientist at its end.



Blackridge Works [Easy]



The Ram Dozer carries on regardless of your actions. Clear everything out of the way!

Platinum Time: 23 seconds
Level description: Inner city slum.
Guide: No serious obstacles to Ram Dozer's destructive onslaught. Easy. (Note Cyclone Suit on the opposite side to the second Satellite Antenna.)
Antenna 1: Behind building immediately to right of start.
Antenna 2: Just above and to the left of the chemical cylinders in the Missile Carrier's path.

Havoc District [Easy]

Platinum Time: 28 seconds
Level Description: A bridge leads the Missile Carrier into a line of skyscrapers within a course bordered on the left by a significant stretch of water.
Guide: Put the pedal to the metal with Skyfall to reach J-Bomb, then demolish a path through the buildings. Easy.
Gold Medal Tips: To achieve 100% destruction, you'll need J-Bomb to destroy the four revolving lights on the bridge. There's also a lighthouse on an



island to the left of the course, not to mention several silver balls floating on the water (and one sneakily hidden under the start bridge). Watch out for an island with some RDUs near the silverballs. Also, the ship can also be destroyed – but only by accurate firing with Ballista's missiles. To find Starsky's car (and more RDUs) go out over the ocean and find the second underwater tunnel leading into the cliff face. Follow this back to the cliff and you'll notice a slightly dark patch of grass. Stand on it with J-Bomb to drop down and enter the glass tunnel.
Satellite Antenna 1: Use J-Bomb to fly immediately left from the start position. You'll find the Antenna on a small island.
Satellite Antenna 2: On a small ledge above the road on the right of the course, about halfway along.

Carrick Point [Easy]

Platinum Time: 36 seconds
Level Description: A bridge leads the Missile Carrier into some chemical works in a dockland area.
Guide: Race around the dockland area to enter the bridge from the opposite end to the Missile Carrier. Demolish the left building on the end of the bridge, then turn back and demolish the chemical works.
Gold Medal Tips: Ballista is off to the left of the bridge's end, find it and demolish the boat with its missiles.
Antenna 1: In the middle of the bridge.
Antenna 2: Hidden inside a castle

on the upper right of the course. Use nearby Thunderfist to demolish it.



Thunderfist Plus [Training]

Platinum Time: 15 seconds

Level Description:

Dockland area distinguished by a fine, but very easily destroyed, castle.

Guide: An exceptionally easy training mission – take advantage to learn how Thunderfist can be controlled during his destructive somersaults.



Beeton Tracks [Medium]

Platinum Time: 1m 15 seconds

Level Description: A train track leads to a station needing urgent demolition.

Guide: Drive the train to the end of the tracks, jump out and follow the RDUs to the footpath you just drove under. Go over the footpath and drive Ram Dozer onto the Crane's platform. Exit and get into the crane. Lift Ram Dozer over the tracks, exit crane and run over the footbridge. Now use Ram Dozer to push TNT into station, instantly clearing the path.

Gold Medal Tips: Go back to where you got Ram Dozer from, then head backwards alongside the track to find the Police Car beside a donut shop! Use this to go round back to the other side of the tracks, then go back to the start, exploring off to the left to find RDUs and one antenna.

Antenna: See above.



Tempest City [Medium]

Platinum Time: 27 seconds

Level Description: An inner city slum with the Missile Carrier on a straight line track through.

Guide: It all comes down to quick, precise firing with Ballista, not to mention mastering that nifty handling while collecting all the extra ammo that's dotted about. Pay close attention to the arrows so you don't get distracted demolishing unnecessary buildings, and don't be surprised there's less spare ammo the nearer you get to the end – stock up at the start. Also be aware the Missile Carrier certainly isn't invulnerable to Ballista's missiles! Generally speaking, Ballista is most effective firing at rest – so missiles fly along a flat, direct trajectory. When accelerating, they fire off all over the place, wasting ammo.

Gold Medal Tips: On the right of the course there's a long grey building dimly illuminated by some lights. Most of it is totally invulnerable, but in the middle

section – by some ammo boxes – there's one section which, if hit, loses first its light then a section of wall hiding a ramp. Go up to find an antenna. Next, blast

away some blocks to find a scientist.

Satellite Antenna 1: See above.
Scientist: See above.



Echo Marches [Medium]

Platinum Time: 45 seconds

Level Description: A straight-line track for Missile Carrier across some pleasant countryside; unfortunately, there's also some railway track and water to bridge.

Guide: After quickly demolishing some farm houses with J-Bomb, fly forward until you find the train track then speed above the track to find the train. Exit J-Bomb and drive the train forward, carefully positioning the train so the happy face shows it's safe to dismount Starsky's car. Use this to drive back to J-Bomb. Demolish a few office blocks using J-Bomb, then head left down the river to find a barge carrying American Dream. Drive the barge backward to form a bridge for the Missile Carrier. Then drive back to J-Bomb using American Dream and polish off a few more buildings with J-Bomb.

Gold Medal Tips: About 50% of the RDUs are located by the barge.

Satellite Antenna 1: Near where you find the barge, there are some chemical works. Demolish them to find the antenna.

Satellite Antenna 2: On top of a very tall stone pillar on the right, past the canal.



Ironstone Mine [Medium]

Platinum Time: 54 seconds

Level Description: Terraced houses are arranged in two estates just before a sprawling mining complex.

Guide: Use Sideswipe to clear the first block quickly and you can speed past the second, smash the wall surrounding Thunderfist and then use him to clear the second estate before proceeding on to smash the mining complex (be careful you don't leave Sideswipe on the path, though!).

Gold Medal Tips: Drive the train you find at the level's end all the way backwards until it's beside a crane. Exit the train and cross the tracks using the footbridge. Follow the path which runs along the canyon wall

until you find Ram Dozer hidden in the wall – watch for its shadow. Drive Ram Dozer back to the crane and lift it over so it can push the TNT into the mine building. This will reveal the entrance into Ironstone Mines, a simple maze which contains lots of RDUs and a Scientist.

Scientist: See above.



Ebony Coast [Medium]

Platinum Time: 1m 12 seconds

Level Description: Parallel road and rail bridges lead into another skyscraper zone, but there's more to this level than first meets the eye!

Guide: Drive Ram Dozer onto the train, then drive the train to the end of the track. Exit the train and go forward with Ram Dozer. There's no great trick to demolishing the buildings, but be aware the TNT runs out near the end so you must bring forward some of the TNT from the earlier buildings to demolish the last.

(Alternatively, try pushing TNT right into the

middle of two sections to take out both for the price of one!) At the end of the line the TNT runs out and if you haven't been properly organised, you're doomed!

Gold Medal Tips: Just behind where you start the level there's a stone block across the railway track. Destroy this obstacle by using Ram Dozer to push TNT into them. Instead of investigating further, get back on the train

and go forward to the station.

Demolish the station with Ram Dozer, taking care not to set off the TNT inside. Push the TNT onto the train, then reverse all the way back to the start and beyond. (The TNT has a long fuse, but not too long, so be quick and precise getting it aboard the train). Stop with the TNT just beside an Easter Island-style stone statue of a man's head. The TNT will demolish this, revealing J-Bomb! Now fly J-Bomb back along the track, but veer left over the sea to find a large

island with a picture of a man etched on it. There are three more Easter Island statues to be demolished, plus lots of RDUs.

Satellite Antenna 1: Just to the right of the start of the road along which the Missile Carrier runs. Fly there using J-Bomb.

Scientist: Using J-Bomb, fly above the first tunnel the Missile Carrier goes through. Fly right along the green mountain the tunnel cuts through until it ends, then turn around and fly forwards parallel to the bridge (although you won't see it). The Scientist is in a little inlet just where the ground starts again.



Outland Farm [Medium]

Platinum Time: 1 minute

Level Description: A long U-shaped gully provides a long introduction to some typical Backlash farmland chores.

Guide: After leaping out of the gully, ignore nearby buildings and proceed to the first target area. It's a very tight, cluttered farm area and clearing that can seem murderously difficult unless you waste time making space for powerslides. In fact, there's a highly useful rise between the farm buildings and tall silos. Using this can send Backlash careering into buildings with maximum destructiveness. Demolishing this

area quickly is important because the remaining targets are sneakily arranged with lots of grass around them, so you need to be careful arranging powerslides to miss the speed-sucking grass.

Gold Medal Tips: Just where the gully makes its U-turn, drive up onto the green and you'll find an antenna surrounded by RDUs.



Shuttle Gully [Medium]

Platinum Time: 44 seconds

Level Description: A shallow gully twists and turns in a canyon banked by some steep concrete walls.

Guide: This level moves in fits and starts, a cluster of farm buildings here, an open space, then some more obstacles to clear. The key is keeping a calm head and focusing on the target buildings. Use the gully and walls to help Skyfall pick up momentum for maximum destructiveness, but simply butting into small targets will also clear them – often a lot faster than the elaborate manoeuvres needed to get Skyfall airborne.

Gold Medal Tips: There are four bouncing silverballs on the right of the course, near the start, and another silverball on the right near the end – Skyfall has to be airborne to hit them. Also watch out for a bank of RDUs on the left of the course.

Satellite Antenna: Under the road bridge about half-way into the course.



Cromlech Court [Medium]

Platinum Time: 22 seconds

Level Description: A simplistic business estate complicated only by some indestructible trees.

Guide: The Missile Carrier seems unusually speedy, but as long as you don't get carried away with the deliriously good fun of trashing entire skyscrapers – stick to clearing the portions you need to trash for the path – it's very easy. Thunderfist needs only a little run up space to get maximum destruction going.



Diamond Sand [Hard]

Platinum Time: 2m 35 seconds

Level Description: A long line of sheds and terraced houses leads to a huge nuclear reactor. The Missile Carrier's on a straight-line course, but a railroad track divides the buildings, forcing the player to use tunnels to demolish buildings from either side.

Guide: The principal trick is getting Backlash into a smooth rhythm of circling, figure of eight powerslides to demolish entire lines of buildings. However, the developers aren't total sadists. Destroy the two blue chemical tanks on the right side and they'll demolish most of the buildings ahead of them. Also, the reactor building has a weak point on its right side which, when hit with a single TNT box, will take down almost that entire half!



Satellite Antenna 1: See above.

Satellite Antenna 2: Head back over the gully using the bridge you previously went under. At the end of this road there are some RDUs and the antenna.

Skyfall [Training]

Platinum Time: 4 seconds(!)

Level Description: An artificial canyon contains four chemicals silos.

Guide: Use the canyon side and Skyfall's boost to take out a silo or two in a single pass.



Crystal Rift [Hard]

Platinum Time: 57 seconds

Level Description: A re-run of Shuttle Gully, but with the added complication of starting on a train – hence a dramatic mountainside entrance for Skyfall – and with some concrete blocks needing to be manoeuvred into position by Ram Dozer at the end.

Guide: Take the first, sharp left turn with Skyfall when dismounting the train – it's a considerable shortcut. Clear the first buildings and time should be on your side. As with Shuttle Gully, simply repeatedly ramming buildings can be faster than manoeuvring for more dramatic clearances.

Gold Medal Tips: A line of RDUs lead off from the start, heading right and then along a ledge before crossing left over a bridge to **Satellite Antenna 1**. Near where the RDUs start, you'll see a pit with the A-Team van inside. Track back and you'll find its tunnel entrance made impassable by a diamond-shaped hole. Keep retreating to find the tunnel opposite contains a diamond-shaped block which can be pushed by Ram Dozer to fill the hole.

Satellite Antenna 1: See above.

Satellite Antenna 2: Back up the train and you'll find it without any problem.



Obsidian Mile

[Hard]

Platinum Time: 55 seconds

Level Description: A straight-line piece of night-time urban demolition.

Guide: This level is somewhat sparked up by using the Cyclone Suit rather than Thunderfist. Although superficially similar, the Cyclone Suit needs a longer run-up distance to get into proper destructive mode. In a cramped urban setting with plenty of indestructible trees that can be tricky. However, as long as you concentrate only on target buildings – and watch out for one building's left, reinforced wall (you don't need to destroy it) – there are no serious problems here.



Glory Crossing [Hard]

Platinum Time: 40 seconds

Level Description: A tight little town with plenty of speed-sucking grass making for a very cramped, demanding a test of Backlash's manoeuvrability.

Guide: The key is getting off to a good start – the first two buildings have lots of space around them if you approach from the right. Take them out quick to give time for more demanding obstacles later.

Gold Medal Tips: All the RDUs link up together with nothing hidden or obscure to track down.

Satellite Antenna: No

Scientist: Follow the direction in which the Semi is pointing to find a tunnel entrance to the Scientist's location.



Angel City [Hard]

Platinum Time: 1m 35 seconds

Level Description: Twilight urban ghetto with Missile Carrier on a straight-line course through its heart.

Guide: While similar to previous Backlash levels, the Missile Carrier is closer at the start, the obstacles closer packed. You'll need to make use of all the little bumps to get Backlash off balance while manoeuvring to clear a path.



Ember Hamlet

[Hard]

Platinum Time: 40 seconds

Level Description: Another farmland community with the Missile Course on a path through it.

Guide: The key here is pretty obvious, but there are limited amounts of ammo about, so Ballista must be precise taking out only vital buildings. You can also try the old repeated ramming trick – inelegant, but effective!



Oyster Harbor [Hard]

Platinum Time: 2m 55 seconds

Level Description: The game's toughest and most intricate level.

Guide: You begin on a plateau with Ballista and lots of missile ammo. The idea is you precisely shoot from here into scattered containers blocking the Missile Carrier's route and your path to Ram Dozer. Forget that! Zip over to the two stone fence posts, jump out of Ballista and run down the path and around the containers to Ram Dozer. Now bulldoze the path clear for the

Missile Carrier. Go back to the crane, get in and drop the platform down. Use Ram Dozer to push some TNT onto the crane platform. Now you must drop the platform on top of the crystal blocking the bridge. There are two ways to do this. Piece by piece, TNT crate by TNT crate (almost impossible) or in one single go (yes!). The key is dropping the platform on the dead centre of the crystal, as indicated by the green arrows. Carefully adjust your view to make this clear. It is possible, but may take some practice.

Once the crystal is destroyed, go over the bridge with Ram Dozer. If the Missile Carrier is already on it, you can cross the water by following the dock area over to the left. Now there's a whole line of holes after the bridge which need filling in. Fill in the first hole with the nearby concrete block, then demolish the two blue-roofed buildings and push through the second concrete block to fill in the hole you've just revealed. Drive over this and collect two more concrete blocks (you can actually push them both together – they happily merge together for the journey). All the remaining holes, but one, can be filled in fairly straight-forwardly. To get the last concrete block, bulldoze over to the right – through the red fuel tanks – to find it.

Destroy the final building here, then drive over the first barge. Turn left and then drive over the second barge before parking on the deck of the third. Reverse it as far as possible. Get back in Ram Dozer and drive to the pedestrian bridge. Exit Ram Dozer, run over the bridge and run to the second barge and back it up too.

Your next step depends on how well you've been doing. If the

Missile Carrier's still quite far away. Get Ram Dozer onto the first barge and steam full ahead to the next docking place (remember to watch for the happy smiley face for when to brake). Quickly push the TNT onto its deck, then reverse back to the first area. Use Ram Dozer again to push the TNT over all the barges and across a long concrete strip to the final building.

If you're running a bit late, allow the Missile Carrier to cross the first barge then go for the TNT next using the same procedure as above.

Satellite Antenna: Drive Ballista as far forward as possible, then turn right and use its missile to destroy a building which conceals the antenna. Get to the building as normal, then walk over to activate the Antenna.

Scientist: Collect the TNT as above, only instead of destroying the building use the TNT on the white crystal blocking the third barge. You can now reverse this barge to find the Scientist.



Jade Plateau

[Bonus]

Platinum Time: 1m 13 seconds

Level Description: An apparently simple oval track with bridges over a dizzying canyon.

Guide: There's a short cut through some trees on the right, near the start, which Starsky's car takes well without any loss of traction. But if you choose Ram Dozer, you can use a second shortcut to the right of the second bridge by simply bulldozing through the chemical works.



Orion Plaza

[Bonus]

Platinum Time: 30 Seconds

Level Description: A pool table!

Guide: Just as with pool, the key is intelligently splitting the pack - albeit here of TNT rather than balls. Don't simply wade in and get them all activated, first pick off the far corners and detonate the relevant cues.



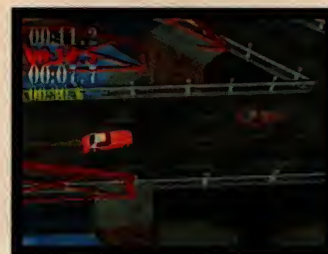
Marine Quarter

[Bonus]

Platinum Time: 36 seconds

Level Description: A looped track including a bridge and some sharp corners.

Guide: The van has to be the best choice, combining high speed with great traction.



Sleek Streets

[Bonus]

Platinum Time: 40 seconds

Level Description: A tight inner city loop.

Guide: A lot of tight corners make it all too easy to make a mistake and spend ages getting back into the rhythm. The van gives the best control here.



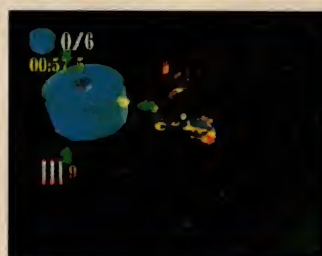
Kipling Plant

[Bonus]

Platinum Time: 12 seconds

Level Description: Mixed urban and chemical works.

Guide: No tricks here, simply learn the location of the blue chemical cylinders and knock them out within the generous time limit. Everything's pretty close, it only gets sweaty when going for gold.



Skerrie [Bonus]

Platinum Time: 1m 35 seconds

Level Description: A looped circuit with two bridges.

Guide: After crossing the second bridge, look for where the track breaks away slightly from the rock wall. Drive into the wall to find a secret short cut. The A-Team van is probably best here.



Salvage Wharf

[Bonus]

Platinum Time: 37 seconds

Level Description: Dockland area with lots of container fodder.

Guide: Causing \$1,000,000 worth of damage in 2m 30 seconds really has to be a job for Ram Dozer.



Cooter Creek [Bonus]

Platinum Time: 25 seconds

Level Description: A simple looped course.

Guide: Use Starsky's car to cut corners going cross-country.

Satellite Antenna: Follow the road backwards from the start to find an illusory wall which can be driven through to find the Antenna hidden inside a building.



Use Starsky's faster car (above) to complete the Cooter Creek Track in record time. Ram Dozer makes light work of major destruction work (right). Use him when smaller buildings are your prey.

Twilight Foundry [Bonus]

Platinum Time: 29 seconds

Level Description: A foundry at twilight provides the setting for a race to activate RDUs.

Guide: Although there are no RDUs hidden inside buildings, Ram Dozer's ability to plough through obstacles on such a tight course makes it the best choice. Don't miss the RDUs in the middle!





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Nintendo
Rare

Game type:
Origin:

Racer/Puzzle
UK

Released:
Price:

September
£54.99

Glander's Ranch

[Bonus]

Platinum Time: 1m 33 seconds

Level Description: A sprawling circuit running through skyscraper city.

Guide: Look out for an arrow with a left sub-arrow pointing to a useful short cut.



Moraine Chase

[Bonus]

Platinum Time: 1m 1 second

Level Description: A sprawling, raised race track can exert a heavy penalty if you slide off onto the grass, particularly with stone walls blocking most short-cuts.

Guide: Drop off the track after the third set of walls from the start to make a very useful short-cut. Starsky's car, as usual, provides good off-road performance.



Bison Ridge

[Bonus]

Platinum Time: 1m 7 seconds

Level Description: A looped circuit over some very bumpy terrain!

Guide: Look for some grass when descending the first straight and cut across it to save time – making Starsky's car again the best pick.



Silver Junction [Bonus]

Platinum Time: 30 seconds

Level Description: An industrial estate is flattened to make space for 25 crates, all laid in plain sight.

Guide: Destroying the crates is easy if prosaic fun with Thunderfist Plus.



Mica Park [Bonus]

Platinum Time: 30 seconds

Level Description: A sprawling farmland town makes an unusual setting for Ballista on a quest to destroy 17 buildings in two minutes.

Guide: There's plenty of ammo and time to complete the level. When going for gold, it's essential

to get a good start and then follow a well-worked out route.

Morgan Hall [Bonus]

Platinum Time: 35 seconds

Level Description: Pretty but rugged farmland with trees and speed-cutting grass complicating things for Backlash.

Guide: Rather than charging straight into the mission, spend a go or two exploring so you can work out the best route around the scattered farms. There's plenty of TNT to push around, so with a good route you won't need to use Backlash's powerslide that much. Phew!



Corvine Bluff

[Bonus]

Platinum Time: 46 seconds

Level Description: A simple loop track, albeit with a very steep ascent/descent.

Guide: Starsky's car probably provides the best performance here. You should also note you can cut past the starting line through the river to save time.

Satellite Antenna: Follow the river upwards through an illusory wall to find this.



Geode Square

[Bonus]

Platinum Time: 20 seconds

Level Description: Open farmland plays host to bouncing silver balls.

Guide: Most of the balls are easy, although a few require a little attention to their movement patterns to time an attack: remember you don't necessarily need to leap on these targets, a simple touch is enough to shatter them.

Satellite Antenna: Destroy the small building on the right.



Last Corps: Rather than charging straight into the mission, spend a go or two exploring to find the best route.

page
number

105

turn over for
more...

Lizard Island [Bonus]

Platinum Time: 1m 30 seconds

Level Description: An island with two silver balls on the northern mountain, and one inside a small volcano on the eastern side. Further east is a tiny volcanic island containing four silver balls. Two other silver balls bounce above tiny islands off the east and west coasts. Also surrounding the main island are six moving pink target with glass tops.

Guide: This is one of the tougher bonus levels – even the targets can be confusing. The pink targets with glass tops are initially rather confusing, until you figure out it's best simply to hover near the sea and wait for one to slide into J-Bomb's feet, shattering the glass top. Similarly, simply touching the silverballs is the best tactic when inside a volcano, for example. J-Bomb's shadow is very useful, although it can occasionally be deceptive as it transforms to simply show J-Bomb when he's otherwise obscured.

Satellite Antenna: Northern edge of island, behind the mountain range.



Saline Watch [Bonus]

Platinum Time: 45 seconds

Level Description: Three rows of five columns of rotating lights provide an intricate test of J-Bomb's handling.

Guide: You only need brush against the lights to shatter them, and standing on a column is useful for recharging the rockets. It's also worth noting the way the tide rises and falls if you find the lower columns tricky.

Satellite Antenna: There's a large black platform to the north-west with an antenna on it.



Dagger Pass [Bonus]

Platinum Time: 50 seconds

Level Description: A coastal area with those pink, glass-topped platforms (now called rafts) darting under concrete docks.

Guide: Seven of the rafts are in plain sight, but one is sneakily hidden on top of a cliff just right of the castle.

Satellite Antenna: Inside the castle.



Falchion Field [Bonus]

Platinum Time: 21 seconds

Level Description: Open farmland with six blue fuel tanks scattered about.

Level Guide: It's easy!

Baboon Catacombs [Bonus]

Platinum Time: 45 seconds

Level Description: It's Pac-Man!

Guide: Work out your route and try to draw the ghosts together – avoid the warp gates which will split them apart as they try to re-acquire you.



Cobalt Quarry [Bonus]

Platinum Time: 36 seconds

Level Description: Mining works provide the background for a quiet, short circuit.

Guide: Use the A-Team van for maximum speed and performance.



Magma Peak [Bonus]

Platinum Time: 60 seconds

Level Description: Hell, in a word. The majority of the level takes place inside a huge volcano. There are four glass-topped pink platforms at the bottom, with a silverball bouncing in the centre. There are two silverballs snuggled inside a rock barrier halfway up the volcano, another single silverball slightly higher up. Six rotating lights are arranged on six pairs of columns arranged at varying levels of the volcano.

Guide: Start at the bottom and slowly make your way up. Move very slowly when approaching targets to avoid J-Bomb spinning out. Touching a



target usually gives J-Bomb a useful lift, very useful when getting the highest targets. Time isn't the main enemy here – at least not until you're chasing a Gold or Platinum – it's the volcano itself, so take it slow and easy.

Satellite Antenna: On a ledge outside the volcano.

Dark Heartland [Bonus]

Platinum Time: 44 seconds

Level Description: An urban twilight zone with plenty of Ballista's missile ammo scattered about.

Guide: No serious challenge here in completing it, the main point is beating the time for a

Gold medal which simply requires working out a quick precise route.



Gibbon's Gate [Bonus]

Platinum Time: 45 seconds.

Level Description: It's Pac-Man again!

Guide: Same tactics as before, albeit for a new maze.



get into the **FAST LANE**



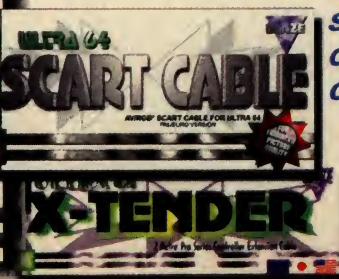
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TUROK!

DINOSAUR HUNTER

Acclaim's mighty dino-massacring shoot-'em-up is not exactly easy to complete. Luckily we've got the location of every key and gun!



The first difficulty many people confront, when they start playing Turok is the control system. Although a major pain in the proverbial at first, once mastered, Nintendo's unique control pad will eventually enable you to successfully pull off some seriously tricky manoeuvres.

Before you go running off into the jungle and get severely hacked about by its denizens – make use of the Training Mode. This covers all the things you need to know about controlling Turok and the stuff you learn here (particularly the Diagonal Jump) will prove invaluable later on.

The Map

Pressing the L button will bring up the game's in-built map. The handy thing is

that you can still see what's in front of you, and move about, with the map displayed.

The map will help you locate hidden ledges, rooms and such. It will also prove invaluable when navigating certain caves, and in negotiating treacherous jumps over pillars or between ledges.

Jumping

Practice this skill until your thumbs bleed (well, almost). You'll notice that when you jump, Turok looks down to the ground. To counter this, use the analogue joystick to gently nudge up Turok's point of view. This way you will be able to see what's coming towards you before you land on it!

If you want to jump just that little bit further than normal you can cheat slightly by the following trick: When running off a ledge or

platform, wait for gravity to take control and Turok begins to fall, then press the R button. This will take a little bit of practice as, until you get the natural rhythm, Turok will fall to his death a couple of times.

Also, perhaps one of the most important techniques you are going to have to master is the diagonal jump. This is difficult to learn, but the latter levels will rely on you being able to pull off this tricky form of jumping.

Fighting

When you start, you are armed only with a knife and bow and arrows. For the Soldiers the knife is ideal and besides, the more you kill by hand, the more chance you have of picking up a Mortal Wound bonus. This will replenish your health to the max, as well as increasing your maximum health by 5 (for instance, you start off with a maximum health of 100. Your first Mortal Wound bonus will increase it to 105 – the maximum health you can achieve is 120).

The other weapon you carry is the tek bow and a quarrel of bog-standard arrows.

Once you've used them up, you'll have to hunt down some re-fills and, if you're lucky, some elusive tek arrows: these are similar to

ordinary arrows, with one notable exception, they have explosive tips which cause a lot more damage than standard arrows.

The strength of your arrow shots varies depending on the length of time you hold the fire button down for. Tapping the button will produce a short range/low power shot, but holding the button down for Turok to draw the bow back fully, will produce a longer range/higher strength shot.

During the course of the game, you will pick many other types of weapon, which are designed for the tougher enemies out to stop you on your quest.

Random Warp Fields

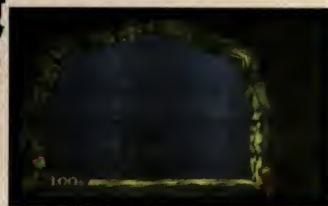
On each level there are two randomly occurring warp fields which take you to a secret room chock-full of bonuses. If you see a swirling blue vortex, emanating a low humming noise, pop up in front of you, do not hesitate to jump into it.

Although each of the two level warps are different in layout, the principals of each are similar: You need to get from one end of the room to the other and pick up the bonuses along the way – these bonuses can vary from extra weapons to an Ultra Health or precious ammo.

LEVEL 1 THE START

1. Pistol

The first thing you need to do on this level is pick up the automatic pistol and clips. If you look up to your left – when you are at the start of the wooden bridge – you'll see the pistol floating in the centre of a cave. To reach it, enter the water on the left-hand side of the bridge, follow the cliff-face along until you can see a cave entrance just beneath the surface. Dive in, enter the cave and follow the path until you reach the pistol.



Jump into the water, head left and here's a cave with a gun in it.

2. 1st Level Two Key

Cross the wooden bridge, climb the wall with the green vines and continue straight ahead to collect the 1st Level Two Key.

To the east of the key is a huge wooden gate, with a switch lying on the ground in front of it. Step on the switch to drop the gate.



Right ahead of you is the first level two key and a switch to open a nearby wall.



3. 2nd Level Two Key

Heading east, through the now open gate, you'll eventually be ambushed by a soldier hiding in a nook. Take him out asap and climb the vine covered wall behind him. Pick up the 2nd Level Two Key and head back down.



Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Acclaim
Iguana

Game type:
Origin:

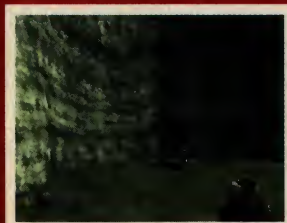
3D shoot-'em-up
USA

Released:
Price:

April '97
£69.99

4. Automatic Shotgun

You will come across another of the Campaigner's soldiers hiding in ambush, soon after picking up the 2nd Level Two Key. The wall behind him may not have any vines on it, but you can still climb it! At the top of this cliff, you'll find an automatic shotgun and shells. However, there's a Campaigner's Sergeant guarding this particular booty, so be careful.



5. Shotgun

Head through the first checkpoint and you'll enter a clearing with what looks like a demolished house. Walk up the ledges on either side of the clearing and turn to face the rear of the building. Climb the ladder carefully until you reach the top. Move slowly from one end of the wall to the other; picking up the ammo and then do a running jump off the wall onto the shotgun floating in the air above you. Then it's just a simple matter of taking out the two Raptors that guard the teleport.

6. Checkpoint Two

After killing the couple of soldiers who attack you after exiting the teleport you'll come to the end of a cliff-face. Falling off here won't kill you... you'll just get a little wet! What you need to do here is jump from pillar-to-pillar; collecting the lifeforce bonuses as you go, until you reach the second checkpoint. If you are having trouble getting the hang of jumping, turn on your in-built map, and aim to land the map's Turok-icon on the centre of each pillar-icon. This technique will save a lot of frustration and will also make your jumps more accurate.

Use your over-laid map to judge how far to jump and when you are safely on the next platform. This is a vital skill to learn.



7. Tek Arrows

Standing at the second checkpoint, take a running jump toward the vine wall at the other end of the ravine. Then climb up to the top, picking up the lifeforce bonuses as you go. When you reach the top, you'll notice a quarrel of Tek arrows dangling in front of you. They are there for a very good reason. The instant you pick them up, a Pur-lin falls from the sky and immediately attacks you. Before he knocks you back down the ravine, take him out with three well-aimed Tek arrows to the stomach.



8. 1st Save Point

After killing the Pur-Lin, climb the platforms that appear behind him and follow the path until you reach a vine covered wall. Climb this wall, walk across the log path and jump onto the platform in front of you with the 1st save point. Head west onto the other log path and you'll come across two soldiers guarding some health and ammo. Head back to the save point, but this time take the north-facing log path. Obviously don't jump into the lava pool in this clearing as you'll end up char-grilled! Instead, for every soldier you kill in this area, a step conveniently pops up from the lava. Use these to make your way up to the second teleport.

9. 3rd Level Two Key

The teleporter will deposit you back in the area where you picked up your first key. This time, however, when you step on the switch in front of the teleporter, the wooden gate blocking the western path will open.

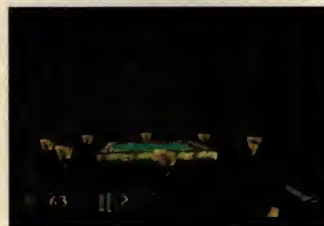
Head down the path and climb the ladders on each platform until you come to a ledge, circling a central island. Now would be a good time to take out the grenade-lobbing soldiers on the island with your trusty Tek arrows (if you've any left), or shotgun. The 3rd Level Two Key is on this island, but it will be in your best interest to take out the Pur-lin that guards the cave to the north. After you've disposed of this, do a running jump onto the island and pick up the last of the Level Two keys.

10. Spiritual Invincibility

Climb the vine covered wall and enter the cave. This place is crawling with Leapers so it's best not to hang around here for too long. Navigate your way through with the map and take out any unfortunate Leapers with your pistol. If you're lucky you'll be able to enter the teleporter at the end of the cave without running into the Leaper Leader. Drop down from the teleporter, through the checkpoint and enter the village. The Spiritual Invincibility is on the second floor of the ruined house.



Watch out for the 'orrible Leapers who inhabit all the caves.



Climb up this ladder to avoid the guards, then leap from pillar to pillar to the suspended teleport.

11. 1st Level Three Key

Follow the log path to a pillar with a ladder propped against it. Climb up it and do a running jump to the adjacent platform. It's then a simple matter of jumping from column-to-column and entering the teleport. The area you find yourself in is crawling with bugs, so get out your knife and do some slicing-and-dicing.

Pick up the explosive shells and dive into the pool to collect a Full Health before leaving through the teleporter. The 1st Level Three Key is in the right-hand alcove. Head into the water, avoid the Leapers and pick up the Assault Rifle before heading back to the exit teleport.

12. 1st Chronoscepter Piece & 2nd Level Three Key

After taking the previous teleporter, you'll find yourself in a maze made from tall grey pillars. Your map won't work here, but don't panic, it is easy to navigate your way. Use your knife to kill the bugs and head for the three rings on the outside of the maze. One holds the 1st Chronoscepter Piece, the other the 2nd Level Three Key, and the final one is your teleport out.



13. 3rd Level Three Key

Head through the checkpoint, kill off the soldiers on the ground and on the platforms above you. Use the ladders until you reach the top of the structure. Before jumping down the mine shaft equip yourself with the knife... there are bugs aho! Make your way through the mine until you reach some water. Dive in and swim until you reach the pillars. Jump from pillar-to-pillar until you reach the top. Waiting for you will be the 3rd Level Three Key and a teleporter.



14. The Hub Ruins

After exiting the mine, take the next two teleports which will bring you to the outskirts of the Hub Ruins. Load up your Tek arrows and take out the Pur-Lin guarding the end of the tunnel. Once that's done in you are free to enter the Hub Ruins and complete Level One.

Bonus Levels

Bonus 1

The aim of the bonus level is to pick up the Ultra Health located on top of the rafters. To get to it you'll have to head straight ahead, avoiding the swinging blades, and climb up the pillars at the other end. Walk across the rafters - take your time - and claim your prize.

Bonus 2

Pick up the shotgun. Turn on your map and navigate your way from platform-to-platform, taking out the grenade-lobbing soldiers along the way. Pick up the two health 25+'s and the box of shells before exiting.

Volume One

LEVEL 2 THE JUNGLE

1. The Wooden Bridge

Soon after you start this level, you'll come across four pillars, buried low into the ground. Step on the first one and watch the others rise; giving you access to the ledge above. Follow the path along until you come to the broken wooden bridge. At the first break, jump down to the right and climb the cliff to gain some extra Lifeforce bonuses. Jump down between the two pillars and you'll land in a pool with some extra goodies.

Take a right from where you land to return to the start of the wooden bridge. Towards the end of the bridge there is a cave entrance burrowed into the side of the cliff. Enter this, jump onto the plateau below to use the teleporter and pick up the 10-Point Lifeforce bonuses at the other end.



Beware gaps in the log bridges as they are difficult to see when running. Use the map to judge where to jump from, as it is easy to fall off and lose a life.



At the bottom of the first plateau is a cluster of life bonuses, good news, because now you must head across the many guarded log bridges.

Most save points are guarded by increasingly tough opponents. This poor sap didn't have a chance though – he was only armed with a blunt bit of wood...



Drop off the edge of this plateau to find a bridge below.

2. 1st Level Four Key

At the end of the bridge go around the ruins to the edge of the plateau. Drop off the edge to the bridge below and follow it around to a secret area. The teleporter returns you to the ruins. Head through the checkpoint and enter the water. Swim quickly through the underwater cave, using the map, before you run out of air. Collect the first key of the level at the other end of the cave.

3. Assault Rifle

Follow the path, until you reach another set of ruins, set on different levels. Head for the higher plateau and jump from pillar-to-pillar to reach the top of the building on the lower level. You should now be able to do a running jump into the cave, facing east, which has an assault rifle. Head south for the Save Point and Checkpoint.



4. Secret Area

After the Checkpoint follow the bend to the left – where you see the shot gun – but be aware that the minute you pick it up you'll be ambushed by two Pur-lins. The first you can't miss (he's in front of you) but kill him quick as the other one's coming at you from behind! After dispatching the terrible twins the path will widen out.

Double back on yourself, walking around the single ruin and you'll see the entrance to a secret cave. Get out your knife

as it's full of bugs. The map doesn't work in here ('cos it's a secret area) but it is fairly short and sweet. Pick up the assault rifle and Full Health and head back out.

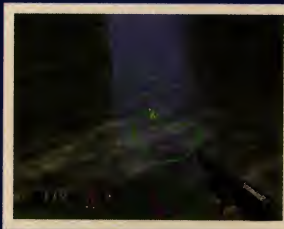


5. Spiritual Invincibility

Head up the plateau until you reach the stone path with the two fire-holding statues. Hang a sharp left after crossing the path and climb the cliff-face. Step on the switch inside the temple to open a secret passage outside. The teleporter inside the passage will take you to the Spiritual Invincibility.

6. 2nd Chronoscepter Piece

Head south from the temple and use you map to jump to the two lower plateaus. The second houses the 2nd Chronoscepter piece. Before you jump off from here, make sure you head to the west facing ledge, for the Lifeforce bonuses.



Carefully hidden below are two platforms, one with a Chronoscepter piece in it.

7. 2nd Level Four Key

Head through the Checkpoint and follow the steps around the cliffs (use you map to guide you through the jumps). Follow the path until you can see the 2nd Level Four Key, in a cave, across the ravine. To

the south, you can see the tops of some trees just touching the top of the plateau. Fall off the ledge on top of them and you'll land on a lower plateau. Enter the cave, follow the path, jump across the ravine into the other cave and pick up the 2nd Level Four Key. Jump across the ravine and follow the path round to the teleporter.



Poacher

Level: 1-6

Weapon of Choice: Anything, but preferably the knife.

Technique: Use the knife as you don't need to waste the ammo on a wimp like this – and besides, he may well cough up a Mortal Wound bonus.

Campaigner's Soldier

Level: 1-6

Weapon of Choice: Anything, but preferably the knife.

Technique: The same as the Poacher's.

Campaigner's Sergeant

Level: 1-6

Weapon of Choice: Tek Arrows, Explosive Shells, Pulse Rifle, Assault Rifle, Mini Gun.

Technique: Use any landmark for cover and let loose with a series of assaults. They tend to fire in a pattern of 3-shots, so make sure you out of their line of fire.

Raptor

Level: 1-6

Weapon of Choice: Explosive Shells, Mini Gun, Assault Rifle.

Technique: One shot from an explosive shell and the Raptor will be extinct. However, a couple of barrages from the mini gun or assault rifle will result in the same outcome.

Pur-Lin

Level: 1-8

Weapon of Choice: Tek Arrows.

Technique: There are two different types of Pur-Lin: the ones who pound their fists into the ground to create and earthquake and the ones who shoot fireballs in your general



Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Game type:
Iguana

Origin:
USA

Released:
Price:

April '97
£69.99

8. Automatic Shotgun and Tek Armour

Exit the teleporter and take out the Sergeant guarding the Save Point. Hug the cliff-face before you take a running jump over the gap. From this point you'll be able to kill one of the Soldiers waiting for you on the other side. To get the one which is out of your point-of-view, jump across the gap and come in close to the cliff. This will allow a convenient avalanche of rocks to crush the Soldier without you having to waste ammo. Follow the path, avoiding the spring trap in the alcove, and head through the Checkpoint. As you head up the path, you'll be able to kill the

Raptors on the ledge above you, before you reach their level. Head into the temple and activate the switch in the corner. This opens a door on the other side, giving you a nifty automatic shotgun and Tek Armor.

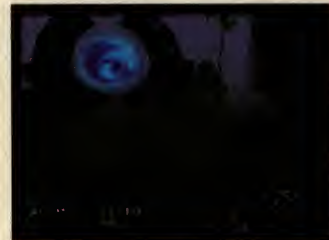


Activate the switch in the temple and a door will open revealing some Tek Armour and an Automatic Shotgun. Now the killing starts in earnest.

9. 1st Level Five Key

Leave the temple, head around the back and cross the rope-bridge to the other side. There's a Pur-Lin guarding the entrance to the cave. The cave is full of twists-and-turns as well as Leapers, so grab your pistol and switch on your map! Towards the end of the cave you'll notice some goodies trapped behind the stalagmites and stalactites. You'll have to come back when you have the Grenade Launcher, as it's the only thing that will give you access. Jump off the cliff, into the water, after exiting the cave. Catch a deep breath and dive deep into the underwater cave. Don't waste time and energy

fighting the leapers as a Pur-Lin is waiting for you at the cave's exit. Before you exit the level, take the path to the right, behind the portal, and pick up the 1st Level Five Key. Now you're ready for Level Three.



See that portal? Walk past it to the right and there's a secret path with the 1st Level Five key at the end. You can see it above you in the water section of this level.

KNOW YOUR ENEMY

The Campaigner has a veritable army of bad guys ready to put a stop to Turok's quest. However, this guide will allow you to be well versed in his flunkies' patterns and weaknesses. Remember the Scout's motto: 'Be prepared'.

direction. Three shots to the gut with a Tek arrow will make short shrift of them.

Beetle

Level: 1-7

Weapon of Choice: Knife.

Technique: Just go mental with your knife when these pesky lil' fellas head your way.

Leaper

Level: 1-8

Weapon of Choice: Pistol, Shotgun, Assault Rifle, Mini Gun.
Technique: Shoot them as soon as you see them leaping towards you. If they get in close, look down to take them out, as they tend to get under your line of vision.

Ancient Warrior

Level: 3-6

Weapon of Choice: Shotgun, Assault Rifle, Mini Gun.

Technique: Some have blow guns, whilst the majority come at you with clubs or poles. For the latter, use your knife. But for the others, take them out as soon as you can as the blow darts can seriously knock down your health.

High Priest

Level: 4-6

Weapon of Choice: Explosive Shells, Mini Gun, Grenade Launcher.

Technique: This guy shoots fireballs at you, so it's best to shoot him whilst strafing from left to right. Two grenades will

vanquish this guy quickly and conveniently.

Dimetrodon

Level: 4

Weapon of Choice: Explosive Shells, Grenade Launcher.

Technique: They move quite slow, but their tough hide means that they're hard to kill. A few explosive shells or a couple of grenades should do the trick.

Dragonfly

Level: 4, 7

Weapon of Choice: Assault Rifle, Mini Gun, Fusion Cannon.

Technique: Shoot as soon as you see it as they come in close and can annoy like hell.

Demon Priest

Level: 5-7

Weapon of Choice: Explosive Shells, Mini Gun, Grenade Launcher.

Technique: Same as the High Priest, but these guys can teleport!

Dimetrodon Mech

Level: 6-7

Weapon of Choice: Explosive Shells, Rocket Launcher.

Technique: This variation has a machine gun strapped to its back, so make sure you're not in front of it. The best thing to do is circle around it, with out getting too close, and let it have it.

Alien Infantry

Level: 6-8

Weapon of Choice: Explosive

Shells, Assault Rifle, Mini Gun, Pulse Rifle.

Technique: Hit them hard and fast, whilst avoiding their shots. Some use their jet packs, so be prepared to shoot them whilst they're flying and when they land.

Raptor Mech

Level: 7-8

Weapon of Choice: Explosive Shells, Grenade Launcher, Rocket Launcher.

Technique: Use any of the above whilst strafing, to avoid the Raptor Mechs aim.

Demon Lords

Level: 7

Weapon of Choice: Explosive Shells, Pulse Rifle.

Technique: Jump over their red beams whilst shooting back.

Subterreaneans

Level: 7

Weapon of Choice: Explosive Shells, Grenade Launcher.

Technique: Circle them at a distance and keep close to walls. Patience pays off so don't rush into it and end up dead.

Killer Plants

Level: 7

Weapon of Choice: Explosive Shells.

Technique: Strafe to avoid the barbs and shoot back.

Attack Robot

Level: 7-8

Weapon of Choice: Explosive

Shells, Grenade Launcher, Rocket Launcher.

Technique: The yellow robots are slightly tougher than the red. Avoid hand-to-hand confrontation as they wield a vicious axe.

Triceratops

Level: 7-8

Weapon of Choice: Explosive Shells, Grenade Launcher, Rocket Launcher, Alien Weapon.

Technique: Strafe and fire whilst avoiding its own gunfire as best you can. Only use the rockets and grenades if there is a reasonable distance between the pair of you, as your own health will take a knocking too.

Cyborg Warrior

Level: 8

Weapon of Choice: Explosive Shells, Pulse Rifle.

Technique: A couple of burst from the pulse rifle should quickly vanquish this persistent foe.

Cyborg Sergeant

Level: 8

Weapon of Choice: Explosive Shells, Pulse Rifle.

Technique: Same as above, but you'll find that these guys are a little bit tougher.

Sludge Beast

Level: 8

Weapon of Choice: Explosive Shells, Pulse Rifle, Grenade Launcher

Technique: Keep your distance and use the grenades. If the beast comes up close your best bet is to use the pulse rifle.



Turok
Dinosaur
Hunter

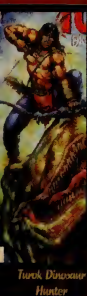
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About Turok: Dinosaur Hunter. Many of the hidden keys and power-ups in Turok are located past the portals or below cliffs. Search everything to be sure.

page
number

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turn over for
more...



112

About Turok: Dinosaur Hunter: Turok managed to save publisher Acclaim from almost certain serious financial trouble. Luckily it sold by the bucketload!

page number

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LEVEL

3 THE ANCIENT CITY

1. Secret Area

Head straight ahead from the beginning of the level until you come to the two rows of three columns. Diagonally jumping onto the columns below will result in an Ultra Health. Climb either one of the two sets of steps to reach the first part of the Ancient City.

Remember that you can reach LifeForce bonuses on high vantage points by jumping on them from a higher level. The secret area is located in the pool, between the two sets of buildings. Enter the water and head toward the wall – you'll notice a small gap which you can swim under.



There are Ultra Healths to be had on top of the first few pillars in this level, but the real goodies are to be found in the pool between the buildings at the top of the first set of steps.

2. The Rooftops

The two sets of buildings, on the western and eastern sides of this first part of the Ancient City have lots of useful items within them. To gain access to the west side of town, you'll need to climb the steps to the higher level and jump onto the nearest building from this vantage point. Access to the east side is gained by climbing one of the ladders conveniently propped against selected buildings.



Ladders are to be found propped up against most of the huts containing power-ups.



Before you jump, make sure all the doorways are cleared of blow-pipe-toting enemies.

3. Secret Area



After you've picked up all the items from the rooftops, head on up to the next level of the city. When you arrive at the top you'll be faced with the back of a pyramid. Head around to the front and climb its steps. As you face the pyramid, if you look to the right you'll notice a crack on the eastern side. Jump down here and you'll pick up three 10pt LifeForce Bonuses.

After you've picked up all the items from the

5. 3rd Level Four Key

Enter the building where you picked up the Spiritual Invincibility from. Inside there is a teleporter and a Save Point, the latter is guarded by a Sergeant, so be careful. The teleporter takes you to the top of the building. Use the map to hop up onto the ledge and then jump down, to the west, onto the nearby roof. Head straight ahead and jump onto the ledge. You will be ambushed several times as you head down the ledge, including a couple of Pur-Lins, so get the Tek arrows ready. The 3rd Level Four Key is in the building at the end of the ledge.



6. Secret Area

After picking up the 3rd Level Four Key, head round the back of the building where the Save Point is. Follow the sets of steps directly up, until you reach the next level of the Ancient City. On the upper left ledge, as you enter, there's a Sergeant taking pot shots at you. Climb the tallest palm tree and jump from the top onto the ledge where the Sergeant is. Step on the switch he is guarding to activate the steps on the lower level. Check out both temples on either side for switches and pick up the goodies therein. To get inside the temple with the Pur-Lin you need to head down the steps which the switch opened. Take the right fork at the

crossroads and enter the water. Head to the right-hand corner and dive under the crack in the wall. Follow the path up, until you enter the temple where the Pur-Lin lies in wait.

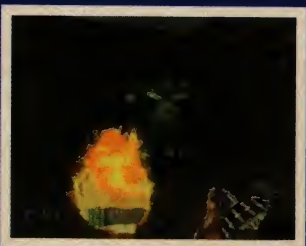


Kill the Sergeant and then step on this switch which opens steps down below.

7. 3rd Level Five Key

Head back to the crossroads underneath the steps and head north until you reach the teleporter. Enter this and head forward when you arrive in the new location.

The 3rd Level Five Key is guarded by a pack of Raptors, in the middle of the four sets of steps. After picking up the key, move straight ahead into the temple. Go down the steps and you will find two Pur-Lins guarding access to the lower level. Killing them will open the doors. The teleport is on the middle of the ledge which you need to jump onto.



Pur-Lins shoot fire as well as creating earthquakes.

4. Spiritual Invincibility

Head back down the pyramid and you'll notice the two buildings on either side with cages in them. To gain access to these, you will have to kill the Pur-Lins, lurking behind the buildings. Walk further up until you come to the large building with an alcove entrance.

Floating above the alcove is a Spiritual Invincibility. To claim this, you have to climb the palm tree to the left, as you face the Spiritual Invincibility. From this vantage point, use the map to jump onto the ledge beneath the Spiritual Invincibility.

8. The East Ledge

After taking the previous teleporter you will find yourself back in the part of the city where you picked up the Spiritual Invincibility. This time, however, the pillars guarding the central teleporter have now dropped. Enter this teleporter and you will find yourself transported to the eastern ledge. Mid-way down the ledge you will see a large gate. To open this you need to go to the building at the end of the ledge. After killing the Pur-Lin, hit the switch and run back to the gate before it closes. Enter the teleporter.



Blasting this Pur-Lin allows you to hit the switch it was guarding and this opens up the large gate on the east ledge.



After opening the large gate, rush back the way you came and jump into this teleporter.

9. Secret Area

Head toward the left of this area and you'll come to a Leaper-infested pit. Jump down into it, killing them all as you go and make it to the other end to pick up the Full Health. The teleporter here will deposit you back to the top of the pit. Head up into the temple and dive into the moat. Swim through the entrance at the bottom and follow the path up to the plateau. Follow the path around and step on the switches to raise the pillars. Again, it would be a good idea to use your map to play hopscotch on the pillars. After the last jump, before the path winds up to the next level, jump onto the pillar next to the house below. This will give you access to the rooftop and the LifeForce bonuses on the Secret Area ledge behind it.

10. 3rd Chronoscepter Piece

Head back up to the path and follow the bend to the next level. Beware of the spear traps in each of the alcoves to the right. Keep to the left as you approach. The switch between the four pillars opens the entrance to the cave below, so jump down, kill the Pur-Lin as quick as you can and enter the cave. The teleporter inside here will take you back up to the switch. The next bit is tricky, so make sure you use the Save Point. Use the map to jump from pillar-to-pillar over the bottomless canyon. When you reach the T-junction, head left and down. At the bottom left corner you will see a vine covered wall. Jump for this and

it will lead you to a Pur-Lin and the 3rd Chronoscepter Piece. The teleporter will take you to the temple in the middle of the canyon. Behind the level exit is a secret area which isn't indicated on the map. You can access this by either following the pillars around, or by jumping off the back of the temple onto the ledge. The lift next to the wall will take you back up to the level exit.

This level portal is found at the top of the temple surrounded by pillars. The jumping here is scary stuff.



BOSS THE HUMMERS

Before entering the central pit, pick up the items in each corner of the moat (under the water).

To begin your confrontation with the bosses, touch the forcefield in the centre of the pit. You will first have to take down the two Hummers (trucks) one at a time. These are easy to dispatch if you follow the following method:

1. Avoid getting in front of the Hummers as they will either drive into you or shoot you.
2. They adopt an easy to follow driving circle, so aim to get inside that and track them round.
3. Use Tek arrows or your assault rifle for the best results.



As soon as the Hummers appear, run in circles and shoot them as they try to run you over.

BOSS LONGHUNTER

With the Hummers out of the way, Longhunter enters the fray... and this guy is seriously bad news.

There are two ways to dispatch Longhunter.

1. The first method involves running backwards, dodging his boomerangs and shooting him with Tek arrows or your assault rifle – or anything else that's to hand!
2. The other method is to get in close. Longhunter will demonstrate an unexpected tendency for fair play and so forth, putting away his weapons and attempt to kill you with his jumping kicks. When he tries this, back off only slightly and unleash a Tek arrow and/or assault rifle barrage. He'll be flat on his back in no time. With Longhunter dead you can now pick up the 3rd Level Five Key and Pulse Rifle.



Kill this guy by letting him use his fists – then you use guns!

LEVEL 4

THE RUINS

1. 1st Level Eight Key

From the start of this level, head behind the entrance portal and jump off the cliff into the water below. Follow the left wall of the cliff, passing under the bridge, until you come to deep water. Dive down and follow the path into the cave. This is infested with Leapers so don't delay and head straight for the teleporter at the other end of the cave. When you arrive at your new destination, drop off the end, onto the ledge below. Use the map to navigate your jumps from ledge to ledge. When you reach the plateau with a checkpoint, jump off the edge onto the ledge below. The cave has several Lifeforce bonuses and a teleporter. After entering the teleporter, follow the ledge around until you return to the checkpoint. Items on ledges may seem inaccessible, you will be able to reach them from the higher level. You will eventually reach a teleporter at the end of this part of the level. Entering this will take you back to the entrance portal, on the ledge just above it. Kill the Sergeant and pick up the 1st Level Eight Key.



To get the key above the start portal, follow the water to the left and head through the caves. Then you must jump from ledge to ledge.

2. 2nd Level Six Key

After picking up the Key, jump off the ledge and cross the bridge; killing the soldiers either side of you. Continue forward until you come to a wall. Follow this around to the right until you come to the edge of the cliff. To the left is a thin path. Follow this round until you come to the area with the enemy statues. When you enter, they will come to life and attack you. However, you can save yourself from a lot of hassle by running away after they come to life – let them fight amongst themselves! When you think it's safe, steam in and take out the winner (usually the Pur-Lin). The switch opens the



High Priests are real buggers to kill because they constantly shoot fireballs at you. The best tactic is to hide around the corner, then leap out using the strafe button and get as many hits in as possible. Or use grenades of course.

forcefield, giving you access to the teleporter. Each of the High Priests in this area guard a gate. When they die the gates will open and you can pick up the 2nd Level Six Key. Before leaving through the teleporter, there is a secret area to the right as you face the teleporter. Walk through the wall of that area to enter it.

3. Mini Gun

The teleporter from the last part of the level will drop you off by the lava pit with the exit portal. If you walk straight away from it you will find yourself back in the area you walked through to get to the statues. This time, instead of heading left, you now need to go straight ahead until you reach the collapsed bridge. Use your map to fall off the edge, onto the right-hand surviving support. Down to the right, on the other side of the ravine, is a path. Do a running jump off the support onto this. Follow the path round the cliff and climb the vine covered wall. You will arrive at the back of a building. To get the mini-gun on the roof, you need to jump onto the broken walls and reach it from there. There is a Pur-Lin waiting inside the building so make sure you haven't got your back to him when you come round to the front of the cliff! You now need to jump back over to the bridge support on the other side. Jump from here to the support opposite and, from there, onto the ledge with the vine covered wall.

There's a mini gun waiting on the other side of the broken rope bridge, but there's also a Pur-Lin in the building where it's hidden.





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About Turok: Dinosaur Hunter What's your favourite Turok weapon?

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What's that shimmering magical light? Why it's a secret cloud plinth. Follow them to a grenade launcher.

4. Invisible Path

Facing the bridge, head to the right and go through the Checkpoint. You'll come to a clearing with a High Priest standing on top of a pillar. Kill him and hop up the

flaming pillars and jump on the red pillar.

This will now open the gate to your right. Head straight down

this new path, but don't take the right fork

yet. Instead continue ahead until you reach the temple with the High Priest. Kill him and head up the steps. Save your game and walk off the edge of the temple, towards the 10pt Lifeforce. A shimmering light will appear beneath you, indicating that you are on the invisible path. Follow the path through its twists and turns and pick up the Grenade Launcher on top of the pillar.

5. The Three Pillars

Facing the pillar where you picked up the grenade launcher, turn right and enter the area with the three pillars. The switch in front of them will turn that particular pillar into a set of steps. Now comes the hard part. You can either climb up one pillar and perform a diagonal jump to the others. Or, alternatively, there are three teleports in this area that lead to each pillar and prize.

You can jump between the pillars (top right) or use the teleports. The maze (right) is for the Level Six key.



6. 1st Level

Six Key

Take the fork you didn't take when you first entered the area. Kill the Pur-Lin to open the gate and take the teleporter. Jump off the ledge into the small maze. Use your map to navigate your way through it and kill the two Sergeants guarding the cave entrance. Use your map to navigate the maze, killing the bugs and Leapers along the way. The end of the maze is guarded by a Pur-Lin Mech, who is a little tougher to beat than your run-of-the-mill Pur-Lin. Prepare to be ambushed a couple of times as you enter the building. Climb up the steps on either side of the building and kill the Sergeants to collect the 1st Level Six Key. The Lifeforce bonuses on the surrounding ledges can be reached by diagonal jumping.



The entrance to the Catacombs is beyond the portal.

7. 4th Chronoscepter Piece

Exit the cave by the way you came in and climb the vine covered wall to leave the maze. Head back into the area where the invisible path is and go to the area with the eight teleporters arranged in a circle. All but one of these teleporters will deposit you in a lava pit. Take the far left teleporter, as you enter the area, to escape being fried. The teleporter will drop you in a pool. Jump out and drop off the ledge into the maze. Use the map to find the secret area with the grenade launcher before heading down the corridor to the Save Point. Use caution as you walk past the first row of fire-breathing faces and enter the secret area, on the right-hand side as the corridor bends round. Then head down the second part of the corridor to the room with the switches. Go straight into the other room and kill all the bugs before entering the teleporter. You will be deposited in front of a waterfall. Take the ledge on the outside wall and jump off the end onto the top of the waterfall. The lift in the middle will take you up to the 4th Chronoscepter Piece, but be warned that the four stone Leapers will come to life when you step on the lift. These guys are extremely difficult to kill, so don't even try! Just pick up the piece and jump off the side of the waterfall. Go through the teleport and go back to the room with the switches. Each of the four switches temporarily raises the pillars. So you'll need to move quickly to reach the top.



8. Pillar Jumping

You need to walk into the water column and swim to the top. At the top, to the right as you enter the water, there is a ledge. Jump onto this and head towards the pillars. To get to the other end you need to jump on a pillar on the same level – or just above – your current position. Enter the teleporter at the other end and you will return to the Hub Ruins.



Once past the infuriating jumping pillars section, this friendly teleporter will take you to the Hub Ruins. Thank goodness!

1. 2nd Level

Eight Key

When you appear at the start of the level head behind the entrance portal. On the right-hand side, as you face the ledge, there is a cave with a backpack inside it. Collect this and then take your first steps into the Catacombs. Go through either of the switch-activated doors at the bottom of the steps (they lead you into the same room) and kill the High Priest. Don't fall into the pit he is standing on. You need to fill it with water and swim down to face this level's boss later.

Instead, turn around and head up the steps and follow the path until you reach the room with the swinging blades. Carefully walk across the log bridges in both rooms and continue along the path. You will eventually meet a High Priest – kill him and pick up the 2nd Level Eight Key.



Damn those high priests – they get everything don't they?

2. 5th Chronoscepter Piece

Go back to the bottom of the stairs where you came in and head right. Take the first right, go forward to the switch, step on it and enter the room. Swim through the brown



Players
One



Cartridge
64M



Memory
Yep!



Publisher:
Developer:

Acclaim
Iguana

Game type:
Origin:

3D shoot-'em-up
USA

Released:
Price:

April '97
£69.99

water – avoiding the Leapers as best you can – and exit at the other side. Turn right and crawl through the drain at the bottom of the wall. Step on the switch in the room you arrive in and exit through the open door. Turn left and keep an eye out for another drain on the right-facing wall. There are a number of dead-ends in this passage so follow this route: first right, next left and then right again. Enter the water filled corridor and, at the end, defeat the High Priest. Once he is beaten, pick up the 5th Chronoscepter Piece and exit by the drain you came in.



You will need to defeat another High Priest to get to this fifth piece of the Chronoscepter.

3. Main Switch Room

After coming out of the drain, head right, down the path. You'll come into a room with Ancient Warriors taking pot-shots at you from above, on some ledges. Take the steps up and walk across the ledge to the other end of the room. You'll come to an adjacent room with Lifeforce bonuses scaling the wall. There are footholds on the wall so you can climb up. At the top, use the Save Point and turn around to face into the room. The Health bonuses that trail down lead into a teleporter, so jump down onto this. You will now find yourself transported into the Main Switch room. Step on the switch in front of you and one of the pillars in the tar rises up. You need to get to the left and right-hand sides of the room and activate the switches to create a staircase to the room opposite.



4. Spiritual Invincibility

Turn right down the stairs, out of the Switch room and follow the path, killing the Leapers and Ancient Warriors as you go. On your way through these tunnels there are a number of areas where Pur-Lins will come bursting through a wall to attack you – so be well prepared! After killing the first Pur-Lin you are ambushed by, head through the tunnel where he came from and kill the High Priest at the other end. The Spiritual Invincibility is on the wall above him. Turn around to face the direction you came into the tunnel and take the right fork. You will find yourself back in the Switch room so activate the next switch.

Pur-Lins attack you by crashing through the wall!



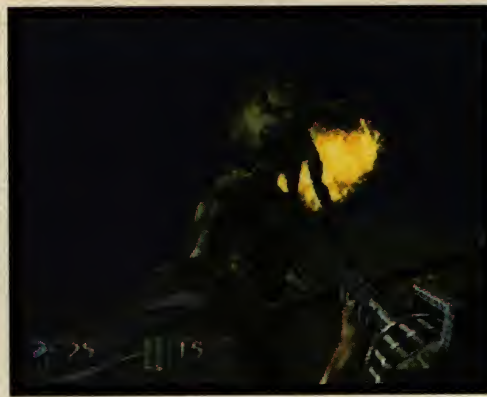
Followed by High Priests with flaming skull sticks.



Yes you guessed it, this is a switch and it helps create a stepping stone.

5. Particle Accelerator

Head back the way you came until you are back in the tunnel where the first Pur-Lin ambushed you. Turn right and follow the path round until you reach the steps leading down into a Leaper infested pool. At the top of these steps, look down to the right and you'll see a ledge. Jump onto this and activate the switch. Now dive into the water and follow the path until you reach the particle accelerator.



6. 3rd Level Six Key

After picking up the particle accelerator you now have to head back to where you arrived at the Main Switch room. This time,



Pesky Dragonflies will attack you as you try to get the Level Six Key. Obviously you must kill them.

The teleporter is guarded by a High Priest who won't take no for an answer! Once through the teleporter you can climb top to the top of the central building and get the Level Six Key.

however, you take the left path. Follow the winding path until you

reach the left side of the Main Switch room. Activate the switch and you can now jump up the pillars to the Ultra Health. Follow this new path until you come to the teleporter. Unsurprisingly, this is guarded by a High Priest. The teleporter will take you outside. Follow the wall around to the right and head down the hill. Go through the Checkpoint, up the stairs and into the water. Face the side of the central structure with the footholds. You will have to jump onto these, as it is difficult to grab hold by swimming into them. Pick up the 3rd Level Six Key at the top of the structure.

BOSS MANTIS



With the Level Six Key in your possession, jump onto this switch to drain all the water out.



Arrghhhh! It's the Mantis boss, and he breaks down walls to eat you.

Jump from the structure onto the switch below. This will drain the water out of the pit and into the Catacombs. Follow the water and enter the drain which will take you to the pit at the first part of the game. Dive down to the bottom and follow the tunnel until you reach the Portal. Save your game and prepare for battle! The stone statue, behind the 3rd Level Eight Key, is the Mantis. As you approach the key, it will fall into the floor and Mantis will spring into life. The best thing to do is run backwards and keep Mantis in your sights. The best weapon to use at this stage is the mini gun or pulse rifle. Eventually he'll flash green and fly off, knocking all the walls down as he goes. Don't lose your cool. Keep running backwards off-loading grenades, Tek arrows, mini gun rounds, whatever you have at the time. There are supplies dotted around the area, but don't be distracted! Mantis will

more than likely descend from the ceiling, spewing some toxic gunk all over you. Leap out of the way and keep shooting. There really is no real tactic – just keep it in your sights. With Mantis dead, you are now free to pick up the 3rd Level Eight Key and exit the Catacombs.

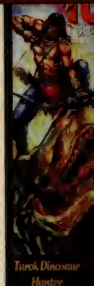


The most impressive boss in this game is the T-Rex, closely followed by the Mantis. The final one is a real disappointment.

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turn over for more...



T-Rex Dinosaur Hunter

Volume One

LEVEL

6

THE TREETOP VILLAGE

1. 1st Checkpoint



Gather useful power-ups and ammo behind the entrance portal to the Tree Top level.

After your battle with Mantis you will probably be short on ammo, so at the beginning of the level, double-back behind the entrance portal. Jump down onto the ledge, on the left-hand side and pick up the mini gun and shotgun shells. Climb back up to the entrance portal and follow the path round.



Drop down to this ledge for all the power-ups you need to feel confident for the rest of the level.

Be aware of ambushes from above, in front and behind. As you approach the 1st Checkpoint, a Pur-Lin will jump down and ambush you.



A Pur-Lin waits for you near the first checkpoint (above). Once past it, there are two routes around the cliff (below).



2. 1st Teleporter

After passing through the Checkpoint you now have the choice of two paths, leading to the same location. If you continue straight ahead, on the easier path, you won't pick up any extra items. However, if you jump down to your left, onto the series of islands, you'll pick up extra ammo and Lifeforce.

The latter is the more difficult route but the use of the map to guide your jumps will help enormously. Whatever route you take, you will end up on the other side of the cliff. From here you have to jump from log bridges, islands and ledges to reach the

teleporter. Take your time and carefully find the nearest ledge/island to jump to. You will have to use your sniping skills to take out the Soldiers and Sergeants in the caves and on ledges. Eventually you will reach an island with a pit in the centre.

A teleporter is at the bottom of this pit and it will take you across to the other side of the ravine. From here it is a relatively simple matter of hopping from island to island (without getting impaled on the spikes) to the exit teleporter.

This section requires caution and diligence because of the many jumps you have to make.



Of course you should use the map throughout this section to help you judge jumping distances.



A Pur-Lin guards the gate here. The Particle Accelerator is a good weapon for the job. Once dispatched, the gate opens.



Alien Infantry guard the water section just before you find the save point. You must climb the large tree from the inside to progress here.

3. Alien Weapon

The teleporter will deposit you on an island with a Checkpoint. You will have to go through this and jump down onto the island below. However, there is a gate protected by a Pur-Lin Mech, so jump down ready to fight. After dispatching this particular bad guy you can now go through the gate into the water and face a new enemy: the Alien Infantry.

They are patrolling the islands, surrounding the water, and are easily taken out with a few rounds from your assault rifle. However, try not to get in their line of fire or you could find yourself on the business end of an alien weapon. Toward the end of this area there is an island dominated by a large tree with gnarled roots. Come back here in a moment – but first go over this and continue onto the next island. There is a Save Point tucked away in the corner. Facing back the way you came in, turn left and dive down into the secret cove, between the cliffs. Hidden in the water is an alien weapon, carelessly left behind by one of the bad guys. It's payback time!



Save your game here and then head up the giant gnarled tree. There is a lift inside, but you have to go underwater to find it.



Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Acclaim
Iguana

Game type:
Origin:

3D shoot-'em-up
USA

Released:
Price:

April '97
£69.99



And here it is, the tree has a rather obvious entrance with a lift inside.

4. 3rd Level Seven Key



Now you're up in the first section of the tree top village. Spooky isn't it?

The large tree on the island is hollow. Swim underneath and climb up it until you reach the top. Follow the wooden path until you reach the second large platform. Killing the High Priest will open the wall to the left. Continue through here until you come to the Checkpoint before the crossroads. Turn right at the crossroads and follow the path until you reach the hut guarded by Sergeants. The 3rd Level Seven Key is within the hut. After picking it up, head back to the crossroads.



High Priests guard the large log walls that divide each village section. Blast them to clear the way.



The 3rd Level Seven Key is hidden in a hut near the start of the village, but it is surrounded by Sergeants. Use the hut walls for cover.



Pur-Lins – always a pain when you're low on ammo. Luckily we have a pulse rifle, so who's laughing now?



There is no High Priest to kill here, just step on the switch to open the log wall. Remember when running along tight village walkways not to jump or you may plummet into the depths.

5. 4th Level Eight Key

Return back through the underwater cave to the area with the moving pillars. Jump up to the top of this area. You now need to jump onto another set of pillars and kill the Demon Lords. Waiting for you at the end is the 4th Level Eight Key. Exit the area through the adjacent teleporter.



Who is this mysterious thing in black? Oh right, it's another bloody Pur-Lin!

6. Spiritual Invincibility

After exiting the teleporter follow the path round, keeping an eye-out for a Pur-Lin ambush. Before opening the gate, pick up the Spiritual Invincibility as three Pur-Lins are waiting for you on the other side.



When you reach the rope bridge (right), turn left and leap across to a tiny ledge which is just visible on the map. This is the way to the Level Key.



Navigating through the tree top village is tough because it all looks the same. You can also accidentally fall off.



7. 2nd Level Seven Key

Follow the path until you reach the area with all the huts. There are a lot of supplies to be had here but, of course, it is well defended by Ancient Warriors. Continue on the trail and kill the Pur-Lin to open the gate he is guarding. When you reach the rope bridge, jump down to the left ledge. Jump to the next ledge and enter the cave. Carry on up the hill, pick up the rockets and jump to the next platform to pick up the 2nd Level Seven Key. To get back to the rope bridge from here, you need to jump toward the broken bridge on the left.



Once past the ledge, jump across the platform to the small tree platform with the key on it. This is the only route.



Turok: Dinosaur Hunter

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About Turok: Dinosaur Hunter How on earth do you get that Level Seven Key? A secret ledge to the left of the rope bridge. That's how.

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So this must be the 1st Level Seven Key then?



8. 1st Level Seven Key

Cross the rope bridge and go up the hill until you reach the building. There is a lower ledge beneath the building with a teleporter that leads to the centre hut. Waiting for you there is a rocket launcher. After collecting this item, return to the big building and enter the teleporter. You will appear in a cave. Exit the cave and follow the path down the hill. Defeating the High Priest that waits for you will open the gate behind him. Go through the gate, follow the path and pick up the 1st Level Seven Key.



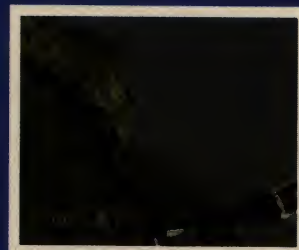
What a surprise! To stop you leaving the level there is a High Priest blocking your path across the rope bridge. Side-step him - you don't want to get hit by those flaming skulls.



The rope bridge leads to the exit portal, but there's one thing to do first...

9. 6th Chronoscepter Piece

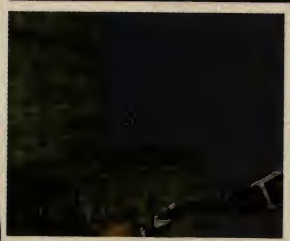
After picking up the last key, head down the hill and follow the path to the rope bridge. Cross the bridge, but before exiting through the portal, go to the left and jump down onto the lower ledge. Jump from here, to the next ledge and pick up the 6th Chronoscepter Piece. You have now completed Level Six and can exit through the portal.



Peak over the edge of the last ledge and you'll see a floating platform. Must be something hidden down here, right?



And lo and behold just across the platforms is the 6th part of the Chronoscepter. You can actually see this bonus much earlier in the level.





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Acclaim
Iguana

Game type:
Origin:

3D shoot-'em-up
USA

Released:
Price:

April '97
£69.99

LEVEL
7

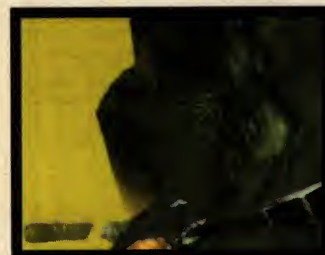
THE LOST LAND

1. Fusion Cannon

From the beginning of the level, follow the path until you reach the cave with skulls in front of it. Pass through the Checkpoint into the teleporter. You will appear in an area over-run with Alien Infantry.



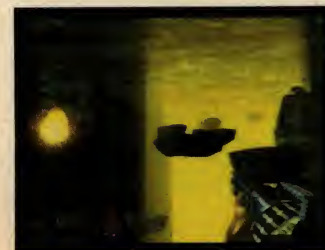
Each one of them that you kill causes a pillar to rise in the central pit. Jump from pillar-to-pillar and enter the teleporter at the other end. Walk forward at the other end to lower the logs. Continue on the path and pass through the next Checkpoint. Keep to the left of this area and fall off onto the ledge with a switch. Activate the switch and climb up the vine-covered wall to the new opened path. Kill the Demon and Demon Lords to pick up the Ultra Health. Pass through the cave and jump down to the next platform on the right. Kill the Triceratops to cause several platforms to drop down so you can reach the ledge above. Jump from platform-to-platform to collect the fusion cannon.



So this must be a secret area then, better use it then hadn't you?



This ugly guy guards the secret route through the mountains ahead.



2. 1st Save Point

After collecting the fusion cannon, jump back to where you came and continue straight ahead. Kill the Demon Lord to summon a chain of platforms. These will enable you to reach the teleporter at the other end. When you appear at the other end, go forward to the wall and turn left. Jumping up to the next section will bring you to the Save Point.



Shoot the Demon Lord to uncover a set of floating platforms which lead up to the next teleporter.



3. 7th Chronoscepter Piece

From the Save Point, turn around and head back the way you came. Jump over to the next section and follow the wall to the left. There is a fake lava pit which has a fusion cannon at the bottom. After picking this up, head across to your right and pick up the Spiritual Invincibility. Then continue to your left until you reach a large drop. Leap off here and follow the stairs into the cave. Go forward through

Blast this Demon Lord and then use the teleporter near here. He is far more powerful than the usual ones.



This Demon can be zapped from afar. Which is nice.

the Checkpoint and head up the hill. When you reach the area with the pillars moving up and down, jump into the lava and follow the left wall to the platform. Get out of the lava and head forward until you reach a pool. It may look like lava but it's safe to jump into. Dive down and swim through the cave until you reach the other side. Quickly break the surface and exit the pool. Continue through the cave and pick up the 7th Chronoscepter Piece.

Leap across to this platform and beyond it is a pool of fake lava which you can swim about in.



4. 4th Level Eight Key

Return back through the underwater cave to the area with the moving pillars. Jump up to the top of this area. You now need to jump onto another set of pillars and kill the Demon Lords. Waiting for you at the end is the 4th Level Eight Key. Exit the area through the adjacent teleporter.



Lots of Demon Lords fight you in this dark Tron-like level. Watch the edge Turok!

5. The Subterraneans



Problems with worms? well you better climb this cliff face and shoot the crap out of them.

From the teleporter, head to the right. Climb the cliff and fight the Subterraneans that erupt from beneath the ground. Keep to the edge of the cliff if the action gets on top of you. Enter the teleporter at the other end of this area. Pick up the Tek armour and then kill all the Subterraneans.



The 7th Chronoscepter piece is hidden in a fake lava pool and through a long underwater cave. The teleporter to the next stage is also here.



About Turok: Dinosaur Hunter: Turok began life as a comic series in 1954, but it was never a commercial success.

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more...



When they are defeated, you can leave the area. The second teleporter will transport you to the fortress on the other side of the ravine.

This teleporter will transport you to the fortress on the other side of the chasm. Good job too, as there is no other way across!

6. 5th Level Eight Key

The previous teleporter will deposit you in an area crawling with Alien Infantry. Head forward through the Checkpoint and follow the right-hand wall until you reach a switch. Activate the switch and quickly head back to the Checkpoint. You will find temporary access to a new path. Follow this route until pick up the 5th Level Eight Key.



This member of the Alien Infantry will fly away if you don't shoot it straight away. It fires rail gun ammo at you.



7. Extra Weapons

After collecting the 5th Level Eight Key, turn right and collect the Spiritual Invincibility. This will make your journey through the Raptor Mechs slightly more palatable. You will reach a teleporter by a chasm. Enter this

and then face the way you came and jump from pillar-to-pillar. There are a number of powerful weapons on the pillars which you are going to need. Once you've picked them up, head back and exit through the teleporter at the end of the area.



Spiritual Invincibility - don't leave home without it.



These Mechs fire rockets as you get close to them.

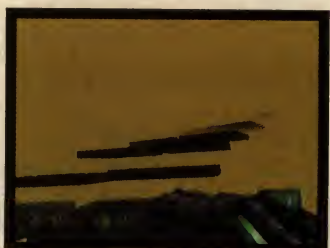


8. 8th Chronoscepter Piece

Head forward from the teleporter until you reach a gap before a structure. Hit the switch at the front of this structure to activate the lift at the back. You will need to run fast to get on the lift, or it will reset before you get there. You can reach the opposite platform by doing a diagonal jump. Continue along the path, pick up the 8th Chronoscepter Piece and stop when you reach the stairs. Before climbing them, jump off onto the ledge below. Kill the Demon Lords and pick up the special items. Continue straight ahead up the stairs and enter the water at the other end. This vantage point may offer you some protection from the Attack Robots. The level exit portal is at the end of this area.



Watch out for the gun turrets on either side of this path.



More floating platforms, this time you can't fall through them though.



Drop off the platform at the end into a huge pool of water.



The exit portal is guarded by a final large Mech with missiles.

LEVEL 8 THE FINAL CONFRONTATION

1. Ultra Health

Head forward from the beginning of the level and follow the right-hand wall until you reach the chasm. Follow this round, pick up the Tek armour and jump onto the ledge to the other side. Follow this ledge round and pick up the Ultra Health. Head back to the area you came from.



2. 1st Teleporter

When you get back to the other side of the chasm, go forward into the cave. Take the first left, next right and follow the path until you reach a ladder. Climb up this and follow the path round to the right. Take the next right at the junction and enter the room with the Attack Robots. Walking through the Checkpoint activates the lifts in the room. Head for the area marked 'Sector Two.' Follow the right wall into the room with four pillars of water. The weapons in each cubicle cannot be collected... yet. Exit the room to the right and continue to the next room. Go through the Attack Robots to the path marked 'Lift Access Two' and take the lift. Follow the path until you reach the teleporter at the end.



The four tanks containing weapons cannot be accessed yet. You have to get them from above. The teleporters (below) are significantly different to the normal ones.



3. Spiritual Invincibility

Walk through the series of doors and you will eventually come to a Save Point. Go down the nearby elevator and enter the lava-filled room with a Pur-Lin. Hit the switch in this room to open a door back out in the hall. Follow this new path and enter the teleporter. You can now collect the four weapons you saw in the room earlier. After collecting them, enter the room and pick up the Tek armour. Exit the room at the opposite side and follow the corridor until you reach another room. Jump from pillar-to-pillar to reach the centre island. Jump to the corridor on the other side and follow the path over the pit. You will come to a junction at the end of the path. On the left-hand side is the Spiritual Invincibility.



Do you gamble health to get this invincibility? 'course.

4. Secret Area

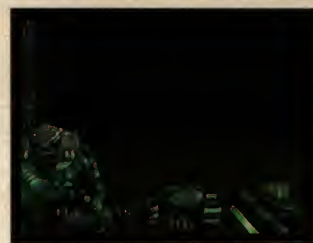
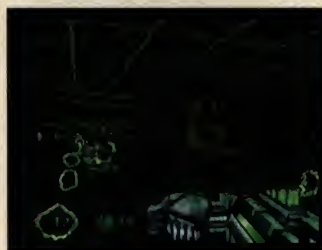
After collecting the Spiritual Invincibility, go through the Checkpoint and follow the right wall to a corridor. Go through the corridor to a large room. In this room, defeat the two Pur-Lins who rise out of the centre. When they are dead, the wall at the back of the island lowers so that you can continue on your journey. At the end of this corridor is a teleporter. At the new location, walk forward to the junction and continue straight ahead. Diagonally jump from pillar-to-pillar. On the highest platform, jump into the secret area on the right-hand side. There is a fake wall here that you have to jump through.

It all gets very similar near the end of the game. Robots and more robots.



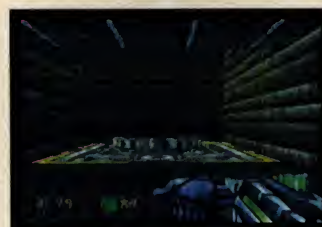
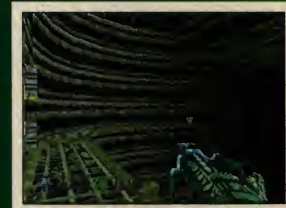
5. Sludge Beast

After the secret area, take the elevator in the nearby room with the Alien Infantry. Go around the corner and turn left to continue on to the Save Point. From here, take the stairs and follow the only path you can until you reach the water-filled room. Go through the left corridor and when you come to the open room, fall off the platform to the left. This is home to the Sludge Beast. This is the one and only time you get to confront him, so make the most of it.



6. 3rd Save Point

Before you enter the teleporter in the large adjacent room, check it thoroughly for weapons and power-ups. The largest weapons cache is on the lowest floor. When you're done, enter the teleport. When you materialise, pass through the Checkpoint and carefully dodge the laser trap. Continue down the corridor and drop down into the hole that opens in the floor. Follow the path until you reach the force lift. Using this is similar to the waterfall in Level Four. Step into it and float to the top. Now walk forward into the large room. Take the left turning and float up the different force lifts and you will reach the Save Point.



7. The Final Run

From the Save Point, turn left and float up the force lift. Follow the path until you reach the room with the robot. Head forward and follow the right wall to the maze with the pillars. Follow the right-hand wall and take the first corridor you come to. Dodge the laser trap and enter the force lift at the other end. Float to the top, go through the passage and the Checkpoint. There

are a lot of enemies as well as ammo here, so be careful. Follow the left wall into a corridor and pass on through to another force lift. Float up to the passage at the top. Continue forward, pass the Checkpoint and cross the bridge. In the next room go straight ahead and take the force lift up. Collect as much ammo as you can in the adjacent room as it's now time to face The Campaigner's T-Rex.

BOSS T-REX

At the beginning of this confrontation, shoot as much of your fusion cannon as you can at the T-Rex. Now circle it and off-load every other weapon you have (excluding ordinary shotgun shells and arrows) into its hide. When the T-Rex lets loose with its flame breath run as fast as you can away from the blast. There are ammo top-ups in the walkway surrounding the arena if things get desperate (and they probably will!). With the T-Rex defeated, you pick up the final part of the Chronoscepter.



Run around the T-Rex constantly and shoot at it whilst constantly adjusting your sights. The monster will shoot at you with a laser eye and flames. By circling constantly you will confuse it.



If things get desperate, you can always leg it up the walkways that surround this room. Keep shooting and the beast dies...

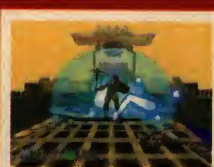
BOSS THE CAMPAIGNER



Behold The Campaigner. This is a rather disappointing bloke in a fur loin cloth who shoots lasers and darts all over the place.

As soon as The Campaigner appears, shoot him with the Chronoscepter. If you connect with all three shots, the fight will end quickly. However, if he's still standing, the next weapon of choice will be your rapid-fire items (the assault rifle and mini gun are good). Always keep The Campaigner in your sights and continue to move backwards away from him.

Do not use the fusion cannon, as The Campaigner simply laughs and you're suddenly left holding the knife. There are some extra ammo supplies dotted around the arena so remember to make use of these. Once you've finished him off, you can sit back and watch the end sequence.



Use the Chronoscepter three times and The Campaigner is history. If not, you're in big trouble.

CHEATS

When you input a code, a Cheat Menu appears which lets you toggle cheats on/off at any time. If you then save the game, the cheats are saved as well!

Robin Mode - RBNSMTH

Unlimited health, all the weapons and big heads (the enemies' craniums are slightly enlarged).

Greg Mode - GRGCHN

The same as the Robin mode, but without big heads on the enemies.

God Mode - THSLKSLC

Unlimited health.

Infinite Lives - FRTHSTHTTRLSC

Unlimited Ammo - BLTSTRFRND

Pen & Ink Mode - DLKTDR

View the game as a series of wireframe graphics.

Disco Dancing Mode - SNFFRR

Watch the Ancient Warriors and Raptors shake their thing on the jungle dancefloor... then blow them away!

Spirit Mode - THSLKSLC

Whip around the bad guys, as they move in slow-mo, in this permanent form of the Spiritual Invincibility bonus. The strobe effect can grate after a while, so use sparingly.

Gallery - THBST

Study each character from the game at your leisure, without worrying whether they're going to kill you or not.

Credits - FDTHMGS

The Big Cheat - NTHGTHDGDCTDTRK

Input this and you'll access the long anticipated ultimate cheat mode, enabling all the other cheats, including previously unobtainable warps and level skips.

Quack Mode - CLLTHTNMTN

A jab at Quake with jerky animation and bad pixellation!

All Weapons - CMGTSMGGTS

Pretty Colours - LLTHCLRSFTHRNB

Bizarre colours.

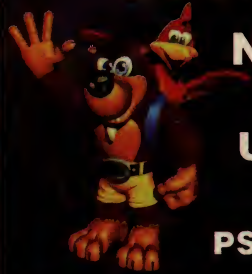
Dana Mode - DNCHN

Shrunk enemies.

Show Enemies - NSTHMNDNT

Red arrows show enemy positions on map.

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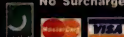
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THE COMPLETE 64 SOLUTIONS A-Z OF N64 CHEATS

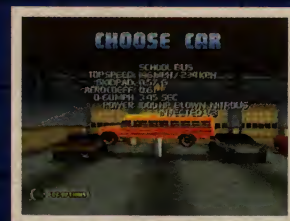
The part of the magazine where we give you every cheat for every N64 game. We will also award a Datel memory/rumble pack for every new

cheat sent to us! Do it now!

PAD AT A GLANCE



CRUISE' USA (US)



Three new vehicles for this tragic racing game.

Secret Vehicles

If you're fed up with this game (and who could blame you?), holding down the Top, Left and Bottom C (yellow) buttons on the controller while you are on the vehicle select screen will allow you to access the police car, Jeep and school bus. It's not much, but it might let you eke a little more value from this hideous game.

Disembodied Head

Get a Hot Time to bring up the Hot Times screen. After inputting your initials, go to the bottom of the list and hold left for over 30 seconds. A head will then appear on the conveyor belt, a bizarre trick which allows you to access the cheat mode.



Get this cheat working and you can have the police car sounding its siren!

BLAST CORPS (US)

Deadly Doors!

Can't be bothered to mess about with all that tedious precision destruction? This cheat will help you out no end. Just drive your vehicle right alongside a building and use the Z button. Normally this would make your driver get out, but if the door is blocked he'll just shout at you. Keep holding the Z button, and a few moments later the obstruction will magically explode!



No more problems with buildings that won't explode with this excellent cheat for Blast Corps - sent in by e-mail by G Harris of Coventry!



Lights & Siren

If you like the police car or school bus cheat you'll no doubt be eager to activate the flashing lights on the school bus and the siren/flashing lights of the police car. Perform the Disembodied Head trick above, then during a race press Brake, Brake, Accelerate in quick succession. Timed correctly, it will activate your vehicle's special feature. To deactivate, release accelerate.

Nitrous Boost

Perform the Disembodied Head trick above, then during a race press Brake, Brake, Brake, Accelerate, Brake, Accelerate. Whenever you pass a checkpoint, you can use this cheat to get a nitrous boost. (This cheat only works on the fourth level.)



Go straight to the Whitehouse with this nifty level select cheat.

Level Access

This cheat lets you access levels not normally accessible from the level select screen (except for Washington DC which you still have play through the game for). Go to the course select screen, then hold down the following button combinations:

- Golden Gate Park**
Left C, Bottom C and L.
- Indiana**
Top C, Right C and L.
- San Francisco**
Right C, Bottom C and L.



DARK RIFT (US)



Play As Bosses

Completed the game with the eight standard characters already? No problem. Just enter these codes on the title screen to access the two hidden boss characters!

Sonork

L, R, C Up, C Down, C Left, C Right

Demitron

A, B, R, L, C Down, C Up

View All Endings

Want to view each character's ending without the hassle of having to play through the entire game? Then enter these codes on the title screen.

Aaron

Up, C Left, R, Right, Down, R, R, C Left

Demonica

Up, C Left, R, Right, Down, R, R, C Up

Demitron

Up, C Left, R, Right, Down, L, L, C Down

Eve

Up, C Left, R, Right, Down, R, R, C Right

Gore

Up, C Left, R, Right, Down, R, R, C Down

Morphix

Up, C Left, R, Right, Down, R, R, B

Niiki

Up, C Left, R, Right, Down, R, R, A

Scarlet

Up, C Left, R, Right, Down, L, L, C Left

Sonork

Up, C Left, R, Right, Down, L, L, C Up

Zenmuron

Up, C Left, R, Right, Down, L, L, C Right



DOOM 64

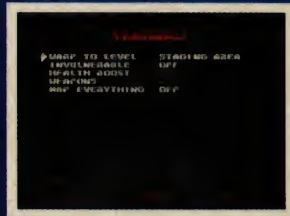
Level Passwords

CB92 NBPL SYL? JO27

The Terraformer
CYCC MGPK X47G TS2B
Holding Area
BXYH ?G41 6Z4J PJ?Z
Main Engineering
CF3? PG6D S12Z PFKB
Tech Centre

BBXW HLGS XB8F 4RKB

Research Lab
BXRO TH1F 52GG 7W?B
Alpha Quadrant
FVV9 FL55 QGFV DWJB
Final Outpost
FFLB MQ6C VV1C PF1B
Even Simpler



Enter the code below and you too can have a wealth of brand new options...

...Including a level select, maps and infinite ammo and weapons. Cor.

DOOM 64 (US)

Ultimate Cheat Code

?TJL BDFW BFGV JVVB

Enter this code and start the game, then pause to see a 'Features' option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and even make yourself invincible!

FIFA 64

Funky options

Basically, after you've scored a goal and the scorer is doing a victory run press Top C for horns, C Left for crowd noise, C Down for drums and C Right for a mad man yelling 'goal!'



Score a goal and tap the yellow buttons for some added special effects. They're crazy at EA y'know!

Has anyone got a code to make the game better at all? A "lose jerkiness" option perhaps?



FIFA 64 - not a good game by any means, but at least we've got some funky options for you.

Volume One

THE COMPLETE 64 SOLUTIONS A-Z OF N64 CHEATS

The A-Z of
Cheats

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J LEAGUE PERFECT STRIKER Hidden Teams

To get the two extra teams hidden for only the best players, go to the title screen and press the following:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Now press Start and hold down Z.

Huge head players

On the title screen press: Yellow top, Yellow top, Yellow down, Yellow down, Yellow left, Yellow right, Yellow left, Yellow right, B, A and then press Start and hold down Z.



If you've got the Japanese version of ISS Pro, then these cheats are for you.

HEXEN (US)

Cheat Codes

Pause the game at any time, then enter the following code: **C Up, C Down, C Left, C Right**. This will cause an extra menu option, 'cheat', to appear. At first none of the options can be selected – you can rectify this by entering the following additional codes.



God Mode

C Left, C Right, C Down
Grants you invincibility. You'll still die from long falls, however.

Clipping

C Up (x20), C Down
Lets you walk through walls.

Visit

C Left, C Left, C Right, C Right, C Down, C Up
Level select.

Butcher

C Down, C Up, C Left, C Left
Massacres all the monsters on screen.

Health

C Left, C Up, C Down, C Down
Restores your energy to 100.

Collect All Keys

C Down, C Up, C Left, C Right

Collect All Artifacts

C Up, C Right, C Down, C Up

Collect All Weapons

C Right, C Up, C Down, C Down

Collect Puzzle Items

C Up, C Left (x3), C Right, C Down, C Down

KILLER INSTINCT GOLD

Open all options

Press **Z, B, A, L, A, Z** on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

All Character Colours

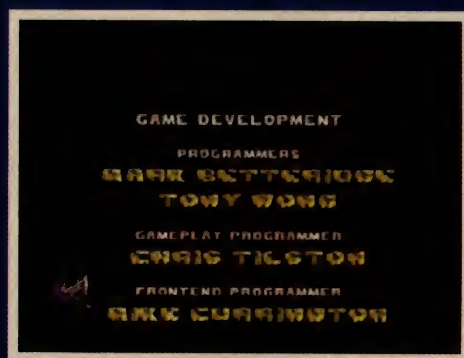
To get all training colours at once, wait for the profiles to come up and press: **Z, B, A, Z, A, L**. You'll hear "Welcome" if you've done it right.



Play as your favourite Killer Instinct mega villains with these handy cheats.

Play As Gargos

Wait until the character profiles appear and press: **Z, A, R, Z, A, B**. Gargos will laugh if it's worked.



Final credits

When the character profiles appear, press: **Z, L, A, Z, A, R**.

Play On Sky Level

Go to the character select screen in two player mode – you must have two joypads connected. Push down on the analogue stick and press Yellow Down simultaneously on both joypads. This will let you play on a level high above the clouds.

Quack Mode CLLHTNMTN

A parody of Quake with bad animation and grotty textures.

Show Enemies NSTHMDNT

When you call up the map, enemies are shown by red arrows.

Vivid Colours LLTHCLRSFTHRN

Changes the colour palette and makes it far more outta sight!

Gives you everything in the game!

NTHGTHDGD CRTDTRK

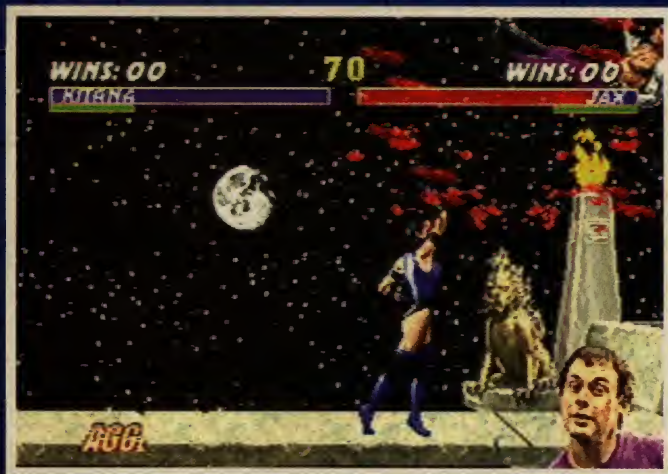
Weapons, invincibility, level warps, infinite ammo, big heads, the lot!

View Ending

Enter the above code, turn on the invincibility option (always handy) and warp to the Campaigner Sort him out and the ending is yours for the watching, for as long as it lasts (not long).

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Lots of cheats for this bloody beat-'em-up, these ones sent in by e-mail by Joseph Carter. Remember, send us cheats, get goodies in return!

MORTAL KOMBAT TRILOGY

Random Character

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

Choose Battle Arena

On the character select screen, highlight Sonya and press Up and Start. An earthquake will occur and then you will be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

Play as Shao Kahn

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.

Play as Kameleon

On the Star Bridge stage, when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty!", just press Down

and Start before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum.

Fight as Human Smoke

Choose Cyber-Ninja Smoke as a character. Then hold ← + HP + HK + Run + Block before the 'Fight' screen appears or inbetween rounds. Cyber-Ninja Smoke will explode and change into Human Smoke.

Unlimited credits

During the story screen, press ↓, ↓, ↑, ↑, ⇨, ⇨, ⇩, ⇩. A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freeplay' will appear in the remaining Credits window.

Extra options

During the Kombat Mode selection screen, press ↑ + Start. Now new options to disable timer, blood, aggressor and kombos will appear.

Bonus Galaga-type game

If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

Bonus Pong game

Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-type game

Press Z when an object appears over the moon on the pit stage of a two-player match. The sound of a bell will confirm that the code has worked. The winner of that round will play Invaders From Space.



New options include play as Kameleon, plus Space Invaders, Pong and Galaga bonus games. What a lot of hidden stuff!

Enable both red and blue ? menus

During the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now the red and blue question mark menus will be available to provide the following options:

Red Question Mark menu

Freeplay	ON/OFF
Fatality Time	ON/OFF
Collision Boxes	ON/OFF
One Round Matches	ON/OFF

Blue Question Mark menu

Level Select	ON/OFF
Throwing	ENABLED/DISABLED
Unlimited Run	ENABLED/DISABLED
Bloody Kombat	ON/OFF
Human Smoke	ON/OFF
Kameleon	ON/OFF



The A-Z of Cheats

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MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win every time, choose Kingroader (the yellow Jeep type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming you aren't completely incompetent at driving, you'll hardly ever skid (even on snow), allowing you to outpace even cars which should be much faster.

Doing this, you'll be able to unlock the hidden cars and mirror tracks even faster than you would otherwise, not that it should take more than a day anyway...

Hidden Route

The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that leads to the waterfall, there is a tree just before some fences. Drive through the tree (don't worry, it won't hurt!) and you'll be on easy street!



Choose the Kingroader to win every time because it actually has "this is the best car" written on the side. Bit of a clue that.



It's only just out but already we've got some top tips from across the water. 64 SOLUTIONS. If it's out, we've got the cheats.

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turn over for more...

Volume One

The A-Z of Cheats

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THE COMPLETE 64 SOLUTIONS A-Z OF N64 CHEATS



Enter the code below and you two could clone the best players for your team.

NBA HANGTIME Duplicate Players

If you've bought this annoying basketball game, you might decide that your day would be made if you could have two Dennis Rodmans (Rodmen?) on your team. Now you can. Enter any of the following codes as your name and use the PIN 0000 to access them.

Ahrdwy (Penny Hardaway)	Motumb (Dikembe Mutumbo)
Cliffr (Cliff Robinson)	Mourng (Alonzo Mourning)
Davidr (David Robinson)	Mursan (Gheorghe Muresan)
Dream (Hakeem Olajuwon)	Pippen (Scottie Pippen)
Elliot (Sean Elliot)	Rodman (Dennis Rodman)
Ewing (Patrick Ewing)	Rice (Glen Rice)
Glennr (Glenn Robinson)	Smits (Rik Smits)
Ghill (Grant Hill)	Stackh (Jerry Stackhouse)
Hgrant (Horace Grant)	Starks (John Starks)
Johnsn (Larry Johnson)	Webb (Spud Webb)
Kemp (Shawn Kemp)	Webber (Chris Webber)
Kidd (Jason Kidd)	
Malone (Karl Malone)	
Miller (Reggie Miller)	



Customise your team with the bizarre "ridiculous hair" cheat, sent in by James Brain of Trowbridge.



Mad options within this game let you turn players into dunking freaks!



If anyone has any more cheats for this game, get them to us now!

Ridiculous Hair

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair. Exciting stuff.

SHADOWS OF THE EMPIRE

You'll need a Controller Pak to save your game – assuming you have one, start a new save slot and call it .Wampa..Stompa (each . represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'. Now you can play as the forces of evil!

Play As AT-ST

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-Pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-ST. Now use the D-Pad to stomp some Rebel ass!



You can be the AT-ST in Shadows with this cheat!

Play As Wampa

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-Pad is used to control the new character – push Down to attack.



Disguise yourself as a Storm Trooper by using the Wampa code twice and pressing C a lot. Cool.

Play As Stormtrooper

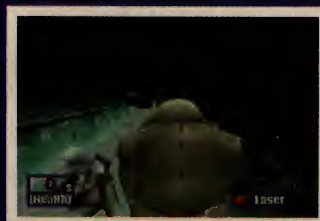
Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

Play As TIE Fighter

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. Cool enough, but if you hold C Right for another five seconds, you will now be flying a TIE Fighter!

End Sequence

End your name as _Credits (a space before the first C). When you begin the game, you will be taken to the end sequence.



Wampas are dangerous creatures – especially if you are playing as one. Crush windpipes galore!

TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

Lines Game

Enter the name LINES to play the Lines game. You have to drag the blocks into rows and columns, rather than stacking them, to make them disappear.

Access All Levels

To play the level of your choosing without having to spin through the whole game, enter the <Saturn> <Spaceship> <Rocket> <Heart> <Skull> characters. You will now find a level select when you open a previously saved game.

New Music

Enter G<Alien Head>MEBOY to get some Game Boy-style new tunes.

View Credits

Work yourself into a fever pitch of excitement entering the name CREDITS to, shockingly, view the credits!

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TUROK DINOSAUR HUNTER

Full cheats list!

Enter the following in the cheat menu helpfully provided in the game.



DNCHN – Dana mode, gives you tiny enemies.
DLKTDR – Pen and Ink mode, turns everything into sketches.
SNFFRR – Disco mode – you figure it out!
THBST – Gallery mode – lets you view all the characters.
CMGTSMGGTS – All weapons.
BLTSTRFRND – Infinite ammo
FRTHSTHTRLSCK – Unlimited lives.
THSSLKSL – Spirit mode all the time.
GRGCHN – Greg mode – loads of weird stuff!
FDTHMGS – Credits.
RBNSMTH – Robin mode, infinite everything, invincibility.

WAVE RACE 64

Different Coloured Jetskis

On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

Ride the Dolphin

In the Stunt Mode, choose to visit Dolphin Park and ride the rings

using the following special moves:
 Handstand Backwards
 Riding Standing
 Somersault
 Single Flip
 Dive
 Sideways Roll (in both directions)
 If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.



Change the colour of your jetski in Wave Race 64 (because they're not exactly that cool to begin with, are they?)



A great tip for Wave Race 64 allows you to ride as the dolphin if you perform the right stunts.

WAYNE GRETZKY'S 3D HOCKEY

Hot new teams

Select Set-up right from the main menu and in the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will now be available.

Alter player sizes

In the options screen, press and hold the Yellow top button and press the Right shoulder button to display a 16 digit code. Change the digits using the Yellow buttons and you will alter the legs, bodies and heads of all subsequent players.

Invisible Players

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.



WAR GODS (US)

Access Cheat Menu

Want a whole host of extra options on Midway's new beat-'em-up? When you're on the initial War Gods title screen, before the game options appear, just press D-Pad right three times, B, B, A, A. If you've got it right, a voice will boom out to inform you of your success.

Easy Fatalities

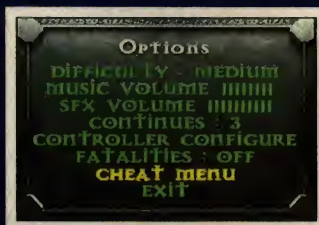
Once the cheat mode is active, to make killing a whole lot easier press **A, B** and the Top and Right C buttons simultaneously after defeating your adversary.

Play As Exor

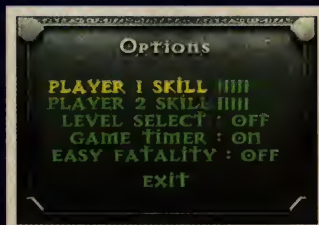
On the character selection screen, push L, D, D, R, L, U, L, U, R, D on either the D-pad or the analogue stick, then select any character. You will play the round as Exor.

Play As Grox

On the character selection screen, push D, R, L, L, U, D, R, U, L, L on either the D-pad or the analogue stick, then select any character. You will play the round as Grox.



Activate the cheat menu first, then choose from the list which appears.



We urge everyone not to buy this game, but if you already have, you might get some fun with these...

NEXT ISSUE

No.

2

As this one closes we focus onto the next fantastic issue of 64 Solutions with a sheer electric mix of hot Bond action and Watersport fun...

GOLDENEYE

No more foreplay!

Bond is back, and Goldeneye is one of the best games of all time! Join us for the fully mapped solution, with guides to every difficulty level, and we've got all the cheats too!

INCLUDING:

WAVE RACE⁶⁴

The best watersport game on any machine gets the full treatment, with maps, guides, and all the tricky tactics you need to drown the opposition!



KILLER INSTINCT GOLD



A complete moves guide to this 'killer' beat-'em-up (ho-ho). If you want to win and find out all those secret moves – join us for issue two!

PLUS:

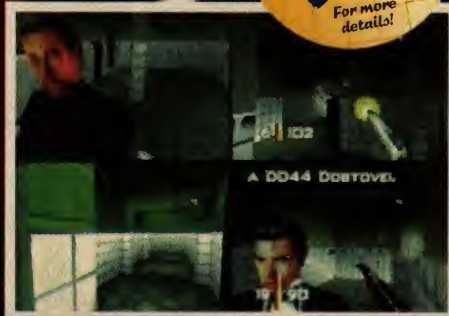
Every cheat known to man for the Nintendo 64, plus solutions for Doom 64, ISS Pro, Wayne Gretzky, Pilotwings, Multi-Racing Championship and more!



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Thought for the issue:

Why is Wave Race "can't you play with two players in this. Challenge me, please?"

ISSUE 2

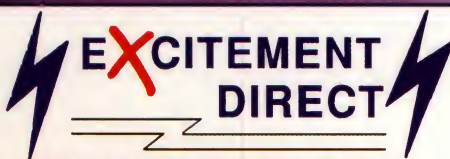
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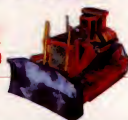
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